CU AMIGA

WORKBENCH STEP-BY-STEP GUIDE

THE MAGAZINE FOR A500, A500+, A600 & A1200 OWNERS

OUTSTANDING

END THOSE INCOMPATIBILITY BLUES

DISK 52 1Mb REQUIRED CU AMIGA

RELOKICK1.3

Relokick1.3 - A stunning utility that at last brings backwards compatability to most A500Plus, A6000 and A1200 owners. If you ever had a game that failed to work, you need this.

AMIGA
Work
bench
V1.3

PLUS! The latest Virus Checker to ensure your disks are free from unwanted visitors.

FLASHBACK

Explore strange new worlds in this cracking graphic adventure from US Gold and Delphine

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

DISK 53 A500, A500+, A600, A1200 COMPATIBLE CU AMIGA

SUPERFROG

Is it a bird, is it a plane? No, it's an exclusive level taken from Team 17's latest and greatest platform caper. (1Mb demo)

Create your own mini-masterpieces AND win an A1200 with this interactive demo of Broderbund's great new paint program. (1Mb demo)

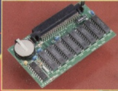
KID PIX
VERSION 1.0

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

BEYOND DPAINT

FOUR NEW ART PACKAGES WITH REAL GRAPHICS POWER

MEMORY UPGRADE OFFER



WIN!

AN A1200 IN OUR BRILLIANT KID PIX COMPETITION

PAGESETTER 3

One dog and her woman

MAESTRO

MARCH £3.95 US$6.95
CA$9.95 DM20
PTA 995 L13600 ASCH 170
AN EMAP PUBLICATION

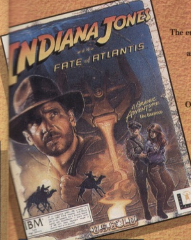
• SAS/C EXCLUSIVE REVIEW OF THE AMIGA'S TOP PROGRAMMING TOOL • LEMMINGS 2 • WALKER – BLISTERING SHOOT 'EM UP ACTION • BARD'S TALE COSTRUCTION KIT • NOTEBOOK • STREET FIGHTER 2 TIPS • D-DAY • CU AMIGA TIPS LINE – DETAILS INSIDE • URBAN SHAKEDOWN • REVOLUTION SOFTWARE'S BENEATH A STEEL SKY WORK IN PROGRESS • 32-PAGE AMIGA WORKSHOP • 7TH GUEST

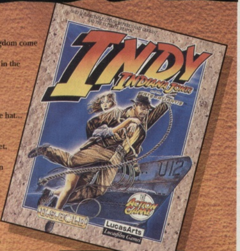
ONLY ONE MAN CAN HANDLE THIS MUCH ACTION AND ADVENTURE

Indiana Jones is a registered trademark of Lucasfilm Limited. LucasArts Games is a trademark of LucasArts Entertainment Company. Indiana Jones and the Fate of Atlantis © 1992 LucasArts Entertainment Company. All rights reserved.

GOLD PHONE

SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: **0839 654 139** OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: **0839 654 284** LUCASFILM HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • LOOM •


INDIANA JONES
and the
FATE of ATLANTIS
A GRAPHIC ADVENTURE
IBM
U.S.GOLD


INDY
INDIANA JONES
and the FATE of ATLANTIS
U12
THE ACTION GAME
U.S.GOLD
LucasArts
Lucasfilm Games

The enemies prepare to blast the civilised world to Kingdom come as they race to retrieve the secret explosive buried in the Lost City of Atlantis.

Only one man stands in their way. The man with the hat...

In Lucasfilm's biggest computer blockbuster yet, Indy battles tooth and nail to save the world in his race to reach the mystical Lost City.

Point 'n' click your way through bruising fist fights ... soar over deserts ... plunge under oceans ... and explore 200 + lavish locations.

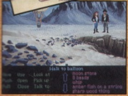
Shoot the action from 4 different angles ... amaze your senses with the cinematic sound system ... and 'play and replay ' with 3 challenging paths to saving the world from Hitler's fury ...

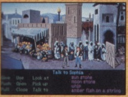
U.S. Gold and Lucasfilm Games present two thrilling versions of this feature game to test your nerve and brainpower - INDY IV GRAPHIC ADVENTURE and INDY IV ACTION .

The ACTION game dishes out all the excitement you can handle in a breathless race against evil. The GRAPHIC ADVENTURE Game tests your grey matter with some of the toughest puzzles yet.

Individually, they're the hottest property this side of Atlantis.

Together, they're the ultimate Indy experience.


Walk to balloon
Use
Look at
Push
Open
Pick up
Pull
Close
Talk to
moon stone
8 beads
whip
amber fish on a string
sharp wood thing


Talk to Sophia
Use
Look at
Push
Open
Pick up
Pull
Close
Talk to
sun stone
moon stone
whip
amber fish on a string

indy
greek island

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

INDIANA JONES® and the FATE of ATLANTIS™

INDY ACTION AVAILABLE ON: Amiga, PC & Compatibles, Atari ST, Amstrad (128k only) and C64 Cassette & Disk and Spectrum cassette.
INDY ADVENTURE AVAILABLE ON: Amiga, PC & Compatibles.

U.S.GOLD

Used under authorisation by U.S.Gold Limited, Units 2/3, Holford Way, Holford, Birmingham, B6 7AX, Tel: 021-625 3366. All other trademarks are acknowledged as the property of their respective owners.

ZAK MCKRACKEN • MANIAC MANSION • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: **0839 654 123**
INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL: **0839 993 366** • ACCESS HELPLINE:
AMAZON TEL: **0839 654 394** • SIR TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: **0839 994 477**
Service provided by U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate, 48p per minute all other times.

LucasArts™
Lucasfilm Games™

SPECIAL OFFERS FROM £6.99

BATTLE ISLE
13.49

VROOM
12.99

CHAMP MGR
12.99

STAR BUYS

F1 GRAND PRIX
14.99

HOOK
11.99

FIRST SAM/ MEGA
13.99

ADDAMS FAMILY
11.99

ENCHANTIA
12.99

DUNE
13.49

MONKEY ISLAND
13.49

ROBOCOP 3
11.49

ELITE
10.99

F15 STRIKE 2
11.99

BATTLE OF BRITAIN
13.99

TITUS THE FOX
9.49

PINBALL DREAMS
12.99

GRAHAM TAYLORS
10.99

F19 STEALTH
14.99

LEMMINGS
12.49

XENON 2
7.99

SIM CITY & POP
16.99

RAILROAD TYCOON
13.99

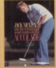
JAGUAR XJ220
10.99

ISHAR
10.49

LOTUS 2
11.99

BLUES BROTHERS
8.99

PREMIERE
11.99

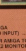

JACK NICKLAUS
6.99

KICK OFF 2
8.99

CRAZY CARS 3
9.99

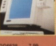
Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200. All prices include VAT and UK postage

3D CONSTRUCTION KIT	14.49
3D CONSTRUCTION KIT 2	31.99
A320 AIR-BUS (1 MEG)	21.99
ADDAMS FAMILY (1 MEG)	11.99
ADI ENGLISH (11-12)	16.99
ADI ENGLISH (12-13)	16.99
ADI ENGLISH (13-14)	16.99
ADI FRENCH (11-12)	16.99
ADI FRENCH (12-13)	16.99
ADI FRENCH (13-14)	16.99
ADI MATHS (11-12)	16.99
ADI MATHS (12-13)	16.99
ADI MATHS (13-14)	16.99
ADVANTAGE TENNIS (NO12)	16.99
AFTERBURNER	7.49
AIR BUCKS	17.99
AIR FORCE COMMANDER (1 MEG) (NO12)	17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) (NO12)	19.99
AIR, LAND & SEA (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR)	22.99
ALCATRAZ	15.99
ALIEN 3	19.49
ALIEN BREED (SPECIAL EDITION) (1 MEG)	8.99
AMNIOS	8.99
AMOS (GAMES CREATOR)	29.99
AMOS 3D (REQUIRES AMOS)	22.99
AMOS COMPILER (REQUIRES AMOS)	19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.99
AMOS PROFESSIONAL (MORE COMPLEX VERSION OF AMOS)	44.99
ANOTHER WORLD	16.99
APIDYA	17.49
AQUATIC GAMES	16.99
ARABIAN NIGHTS (NO12)	15.99
ARCHER MACLEAN'S POOL	17.49
ARKANOID 2	7.49
ARMOUR-GEDDON 2 (NO12)	19.49
ASHES OF EMPIRE	22.99
ASSASSIN (1 MEG)	16.99
AV8B HARRIER ASSAULT	21.99
B.A.T 2	22.99
B17 FLYING FORTRESS (1 MEG)	22.99
BART Vs THE WORLD	19.49
BATMAN THE MOVIE	7.49
BATTLE ISLE	13.49
BATTLE ISLE DATA DISK	13.99
BATTLE OF BRITAIN	13.99
BATTLEHAWKS 1942 (NO12)	10.99
BC KID	17.49
BEACH VOLLEY (NO12)	7.49
BILL'S TOMATO GAME	16.99
BIRDS OF PREY (1 MEG) (NO12)	22.99
BLACK CRYPT (1 MEG)	16.99
BLUES BROTHERS	8.99
BODY BLOWS (1 MEG)	16.99
BOXING MANAGER (NO12)	7.49
BUG BOMBER	17.49
CAESAR (NO12)	17.99
CAMPAIGN (1 MEG) (NO12)	21.99
CARL LEWIS TRACK & FIELD CHALLENGE	16.99
CASTLES (1 MEG) (NO12)	19.49
CASTLES DATA DISK (NO12)	11.99
CELTIC LEGENDS	19.99
CHAMPIONSHIP MANAGER (1 MEG)	12.99
CHAOS ENGINE	16.99
CHUCK ROCK (NO12)	8.99
CHUCKIE EGG (NO12)	9.99
CHUCKIE EGG 2 (NO12)	9.99
CIVILIZATION (1 MEG)	22.99
COMBAT AIR PATROL (NO12)	19.99
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	19.49
CONTRAPTION (NO12)	13.99
COOL WORLD (1 MEG)	17.49
CORRUPTION (M/SCROLLS)	3.99
CRAZY CARS 2 (NO12)	8.99
CRAZY CARS 3	9.99
CREEPERS (NO12)	19.49
CRUISE FOR A CORPSE	18.49
CURSE OF ENCHANTIA (1 MEG)	12.99
CYTRON	19.49
D-GENERATION	11.99
DAILY SPORTS COVER GIRL POKER	15.99
DARK QUEEN OF KRYNN (1 MEG)	21.99
DARKMERE (1 MEG)	15.99
DARKSEED (1 MEG)	20.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION)	54.99
DOODLEBUG	13.99
DRAGONS LAIR 3 (1 MEG) (NO12)	22.99
DUNE (1 MEG)	13.49
DUNE 2 (1 MEG)	19.99
DUNGEON MASTER & CHAOS (1 MEG)	19.49
DYNA BLASTERS	19.99
ELITE (NO12)	10.99
EPIC (1 MEG)	19.49
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12)	7.49
ESPANA-THE GAMES 92 (1 MEG) (NO12)	19.49
EYE OF THE BEHOLDER (SSI) (1 MEG)	19.99
EYE OF THE BEHOLDER 2 (1 MEG)	23.99
F.A PREMIER LEAGUE FOOTBALL (NO12)	17.49
F15 STRIKE EAGLE 2 (1 MEG)	11.99
F16 FALCON (NO12)	10.99
F19 STEALTH FIGHTER (NOP)	14.99
FABLES & FIENDS-LEGEND OF KYRANDIA (NO12) (1 MEG)	22.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12)	22.99
FINAL COPY 2 WORD PROCESSOR	69.99
FIRE & ICE	17.49
FIRST SAMURAI + MEGA LO MANIA (NO12)	13.99
FLAMES OF FREEDOM (MIDWINTER 2)	11.99
FLIGHT SIMULATOR 2 (NO12)	23.99
FLOOR 13	19.99
FOOTBALLER OF THE YEAR 2	8.49
FORMULA 1 GRAND PRIX (1 MEG)	14.99
FUN SCHOOL 2 (2-6)	7.99
FUN SCHOOL 2 (6-8)	7.99
FUN SCHOOL 2 (8+)	7.99
FUN SCHOOL 3 (2-5)	16.99
FUN SCHOOL 3 (5-7)	16.99
FUN SCHOOL 3 (7+)	16.99
FUN SCHOOL 4 (2-5)	16.99
FUN SCHOOL 4 (5-7)	16.99
FUN SCHOOL 4 (7+)	16.99
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11)	16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+)	16.99
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13)	16.99
FUTURE WARS (NO12)	9.99
GAUNTLET 2 (NO12)	7.49
GHOULS 'N' GHOSTS	7.49
GOBLIINS	15.99
GOBLIINS 2	17.99
GOLDEN AXE	8.49
GOLF (OCEAN) (NO12)	16.99
GOLF WORLD CLASS LEADERBOARD	8.49
GRAHAM GOOCH WORLD CLASS CRICKET (NO12)	17.99
GRAHAM TAYLOR'S SOCCER MANAGER (1 MEG)	10.99
GREAT NAVAL BATTLES (1 MEG) (NO12)	24.99
GUNSHIP 2000 (1 MEG)	22.49
GUY SPY (1 MEG)	19.49
HARPOON V1.21(1 MEG)	22.99
HEAD OVER HEELS	7.49
HEIMDALL (1 MEG) (NO12)	11.99
HEROQUEST	8.49
HEROQUEST 2 - LEGACY OF SORASIL (1 MEG)	16.99
HISTORYLINE 1914-18 (1 MEG)	22.49
HITCH HIKERS GUIDE (NO12)	8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D/S (NOP)	10.99
HOME ACCOUNTS 2	38.99
HOME ALONE 2 (NO12)	19.99
HOME OFFICE KIT DELUXE (KIND WORDS 3 (WORD PROCESSOR), MAXI PLAN 4 (SPREADSHEET), AND INFOFILE (BUSINESS UTILITIES)). REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG)	59.99
HOOK	11.99
HOT HATCHES (NO12)	17.49
HUMANS (NO12)	17.99
HUMANS DATA DISK (NO12)	12.99
IAN BOTHAM'S CRICKET (1 MEG)	19.49
IK+	7.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS) (NO12)	17.49
INDIANA JONES 2 ADVENTURE (FATE OF ATLANTIS) (1 MEG) (NO12)	23.99
INTERNATION RUGBY CHALLENGE	17.49
ISHAR - LEGEND OF THE FORTRESS	10.49
JACK NICKLAUS GOLF	6.99
JAGUAR XJ220 (1 MEG)	10.99
JAMES POND (NO12)	7.49
JAMES POND 2 - ROBOCOD	16.99
JET SET WILLY (NO12)	9.99
JIMMY WHITES SNOOKER	13.99
JINXTER (M/SCROLLS)	3.99
JOHN BARNES EUROPEAN FOOTBALL	15.49
JOHN MADDEN'S (U.S.) FOOTBALL	16.99
KGB (NO12)	19.99
KICK OFF + EXTRA TIME DISK (NOP)	4.99
KICK OFF 2 (1 MEG) (NO12)	8.99
KIDSTYPE JUNIOR WORD PROCESSOR	13.99
KIND WORDS 3 WORD PROCESSOR	30.99
KNIGHTMARE	19.99
KNIGHTS OF THE SKY (1 MEG)	22.99
KRUSTY'S SUPER FUN HOUSE	19.49
LAST NINJA 2 (NO12)	7.49
LEATHER GODDESSES (NO12)	8.99
LEGEND	19.99
LEGENDS OF VALOUR (1 MEG) (NO12)	23.99
LEMMINGS	12.49
LEMMINGS 2	20.99
LEMMINGS DATA DISK - OH NO!	9.99
LETHAL WEAPON (1 MEG)	16.99
LOMBARD RAC RALLY	7.49
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12)	16.99
LOTUS ESPRIT TURBO CHALLENGE (NO12)	8.49
LOTUS TURBO CHALLENGE 2 (NO12)	11.99
LURE OF THE TEMPTRESS (1 MEG) (NO12)	13.49
MAGIC WORLDS (STORM MASTER, DRAGONS BREATH, CRYSTALS OF ARBOREA) (NO12)	15.99
MANCHESTER UNITED (NO12)	8.49
MANIC MINER (NO12)	9.99
McDONALDS LAND (NO12)	17.49
MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) (NO12)	16.99
MEGA TWINS (NO12)	14.49
MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM)	16.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM)	16.99
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL. CONFORMS TO NATIONAL CURRICULUM)	16.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM)	16.99
MICROPROSE 3D GOLF (1 MEG)	13.99
MIDNIGHT RESISTANCE (NO12)	7.49
MIDWINTER	9.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES)	37.99
MOKEY ISLAND (SECRET OF)	13.49
MOTORHEAD (NO12)	11.99
NEW ZEALAND STORY	7.49
NICKY BOOM	16.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP (1 MEG)	18.49
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) (1 MEG)	16.99
OPERATION WOLF (NO12)	7.49
PACMANIA (NO12)	7.49
PANG	7.49
PANZA KICK BOXING (NO12)	8.49
PARASOL STARS	16.99
PERFECT GENERAL	22.49
PERFECT GENERAL DATA DISK	13.99
PGA TOUR GOLF + COURSES	19.49
PGA TOUR GOLF COURSE DISK	11.49
PINBALL DREAMS (1 MEG)	12.99
PINBALL FANTASIES	17.99
PIRATES (NOP)	16.99
PITFIGHTER	7.49
POPULOUS & SIM CITY	16.99
POPULOUS 2 (1 MEG) + CHALLENGE DATA DISK	21.99
POPULOUS 2 CHALLENGE DATA DISK (1 MEG)	11.99
POWER UP (CHASE H.Q. TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP)	10.99
POWERDRIFT	3.99
POWERMONGER (NO12)	19.49
POWERMONGER WW1 DATA DISK (NO12)	11.49
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR, INFOFILE DATABASE) (NOP)	19.99
PREHISTORIK (NO12)	8.49
PREMIER MANAGER (1 MEG)	16.49
PREMIERE (1 MEG)	11.99
PRINCE OF PERSIA (1 MEG)	7.49
PRO TENNIS TOUR 2	16.99
PROJECT X (1 MEG)	16.99
PUBLISHER (PAGE LAYOUT PACKAGE). CAN PRODUCE BLACK AND WHITE NEWSLETTERS, FLYERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG)	33.99
PUBLISHER COLOUR PRO (PAGE LAYOUT PACKAGE). CAN PRODUCE COLOUR NEWSLETTERS, PROMOTIONAL POSTERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG)	79.99
PUSH-OVER (1 MEG)	16.99
PUTTY (NO12)	17.99
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) (NO12)	14.49
QUESTRON 2 (SSI) (NO12)	4.99
R-TYPE (NO12)	7.49
RAGNAROK (NO12)	21.99
RAILROAD TYCOON (1 MEG)	13.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP)	9.99
RAVING MAD (MEGA TWINS, JAMES POND 2 - ROBOCOD, RODLAND) (NO12)	16.99
RBI BASEBALL 2 (NOP)	18.99
REACH FOR THE SKIES (NO12)	19.99
RICK DANGEROUS (NO12)	7.49
ROAD RASH	17.49
ROBOCOP 2 (NO12)	7.49
ROBOCOP 3 (NO12)	11.49
ROME (1 MEG)	19.49
ROOKIES	19.99
SABRE TEAM	15.99
SCRABBLE (US GOLD)	18.99
SECRET OF MONKEY ISLAND (1 MEG)	13.49
SECRET OF MONKEY ISLAND 2 (1 MEG)	23.99
SENSIBLE SOCCER ('92/93 SEASON)	16.99
SHADOW OF THE BEAST 2 (WITH T-SHIRT)	8.99
SHADOW OF THE BEAST 3	19.49
SHADOWLANDS	19.49
SHADOWORLDS	15.99
SHOOT-'EM-UP CONSTRUCTION KIT (NO12)	8.49
SHUTTLE (1 MEG)	19.99
SILENT SERVICE 2 (1 MEG) (NOP)	22.99
SIM CITY & POPULOUS	16.99
SIM CITY ANCIENT CITIES	8.99
SIM CITY FUTURE WORLDS	8.99
SLEEPWALKER	20.49
SMASH TV (NO12)	7.49
SPACE CRUSADE (NO12)	12.99
SPACE CRUSADE DATA DISK (NO12)	10.99
SPECIAL FORCES (1 MEG)	22.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP)	9.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG) (NO12)	19.99
STORM MASTER	18.49
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESSPLAYER 2150, BATTLEMASTER) (1 MEG) (NO12)	20.99
STREETFIGHTER 2 (NO12)	18.49
STRIKER (1 MEG)	15.99
STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INTERNATIONAL SOCCER) (NO12)	19.99
STUNT CAR RACER (NO12)	7.49
SUPER CARS 2 (NOP)	8.49
SUPER CAULDRON (NO12)	17.49
SUPER FROG (1 MEG)	16.99
SUPER HANG ON	7.49
SUPER HERO (NO12)	19.49
SUPREMACY (1 MEG)	16.99
SWITCHBLADE 2 (NO12)	8.49
SWIV (NOP)	8.49
SWORD OF SODAN (NO12)	5.99
TEARAWAY THOMAS	17.49
TECNOPLUS BUSINESS PACK FOR AMIGA (WORDWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE) (1 MEG)	65.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES) (NO12)	27.99
THE MANAGER	19.99
THUNDERHAWK	10.49
TITUS THE FOX	9.49
TRANSARTICA	17.99
TRODDLERS	15.99
TROJAN - ALIEX (LIGHT PHAZER GAME)	8.99
TROJAN - CYBER ASSAULT (LIGHT PHAZER GAME)	8.99
TROJAN - FIRESTAR (LIGHT PHAZER GAME)	8.99
TROJAN - THE ENFORCER (LIGHT PHAZER GAME)	8.99
TURRICAN	7.49
TURRICAN 2	7.49
TV SPORTS BASEBALL (NO12)	11.49
TV SPORTS BOXING (NO12)	11.49
TV SPORTS FOOTBALL (NO12)	7.99
UGH	17.49
ULTIMA 5 (NO12)	16.99
UNIVERSAL MONSTERS	16.99
VAL HALLER VGA	19.99
VIDEO KID	8.49
VIKINGS - FIELD OF CONQUEST (1 MEG)	16.99
VROOM (NO12)	12.99
VROOM DATA DISK (NO12)	12.49
WALKER	19.49
WAXWORKS (1 MEG)	22.49
WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q. TURBO OUTRUN) (NO12)	8.99
WING COMMANDER 1 (1 MEG)	22.99
WIZ-KID	16.99
WIZARDRY 6 - BANE OF THE COSMIC FORGE (1 MEG)	24.49
WIZARDRY 7 - CRUSADERS OF THE DARK SAVANT (1 MEG)	28.99
WOLFCHILD	12.99
WORDWORTH V1.1E AMIGA 500 PLUS WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A500P)	79.99
WORDWORTH V1.1E AMIGA 600 WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A600)	94.99
WWF WRESTLING (NO12)	16.99
WWF WRESTLING 2 (1 MEG)	16.99
XENON 2 MEGABLAST	7.99
ZAK MCKRACKEN (NO12)	9.99
ZOOL (1 MEG)	16.99


WIN an autographed copy of Nigel Mansell's! Full details in the latest issue of NRG – join Special Reserve NOW to get your copy!

MISCELLANEOUS

EXTERNAL 3.5" DISK DRIVE FOR AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. QUIET, HIGH QUALITY, SLIM LINE DESIGN. GG5792 49.99


SCREENBEAT STEREO SPEAKERS FOR AMIGA OR IBM PC. REQUIRES 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS, INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR. GG6593 18.99

MAINS ADAPTOR FOR SCREENBEAT SPEAKERS ......GG6638 ......7.99

MEGAMIX MASTER SOUND SAMPLER FOR AMIGA (1 MEG) 29.99

VIDI AMIGA 12 (CAPTURES COLOUR IMAGES FROM VIDEO / CAMCORDER. COMPATIBLE WITH TAKE 2, DELUXE PAINT 4 AND MOST ART PACKAGES) GG9083 89.99

MONITOR AND COMPUTER NOT INCLUDED

DELUXE WORK CENTRE FOR AMIGA A1200 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9134 37.99

DELUXE WORK CENTRE FOR AMIGA A500 OR A500 PLUS (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, PLUS JOYSTICK/MOUSE EXTENDER CABLE SET, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9132 ......44.99

DELUXE WORK CENTRE FOR AMIGA A600 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9133 ......37.99

POWER SCAN HAND SCANNER FOR AMIGA (VERSION 2). TRUE GREY SCALE, 100-400DPI (INCLUDES SOFTWARE) 99.99

SOUND ENHANCER FOR AMIGA (BOOSTS SOUND) 34.99

A570 CD DRIVE FOR AMIGA A500 OR A500P. PLUGS INTO SCSI PORT TO RUN CDTV SOFTWARE. 1 MEG RAM REQUIRED

FREE MEMBERSHIP GG9054 ......329.99

TECNOPLUS AMIGA FAMILY COMPENDIUM (KINDWORDS 3 WORD PROCESSOR, JIMMY WHITE'S SNOOKER, ZIPSTICK JOYSTICK, DUST COVER, FILE-A-DISK, HEAD CLEANER, 5 BLANK DISKS AND MOUSE MAT) ......GG9023 ...61.99

TECNOPLUS AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER WITH SWITCH MODE) 42.99

TECNOSOUND TURBO SOUND SAMPLER FOR AMIGA (INCLUDES LEAD FOR ATTACHMENT TO WALKMAN/DISCMAN AND REVISED MANUAL) 29.99

ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER AND VOLUME CONTROLS. 34.99

NULL MODEM CABLE ......GG5153 ......7.99

RF SWITCH FOR AMIGA (SWITCH BETWEEN TV AERIAL AND COMPUTER WITHOUT DISCONNECTING) GG6617 ......3.99

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) ......GG6542 ...19.99

LEADS

HI-FI LEAD FOR AMIGA (STANDARD PHONO INPUT)	GG6615	3.99
MONITOR LEAD FOR AMIGA TO PHILIPS CM8833 MK2 MONITOR	GG5961	7.99
SCART LEAD FOR AMIGA TO SONY TELEVISION (GIVES MONITOR QUALITY PICTURE)	GG9135	9.99
SCART LEAD FOR AMIGA TO TV WITH SCART INPUT(GIVES MONITOR QUALITY PICTURE)	GG5762	9.99

DUST COVERS

DUST COVER FOR A600	GG9013	4.99
DUST COVER FOR AMIGA 500 OR ATARI ST (CLEAR PVC)	GG5312	4.99
DUST COVER FOR MONITOR (CLEAR PVC)	GG5314	4.99

MEMORY UPGRADES

1 MEGABYTE A500 PLUS RAM UPGRADE WITH CLOCK (TECNOPLUS)	GG6652	34.99
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK	GG6700	49.99
512K AMIGA RAM WITH CLOCK FOR A500 AND A500+	GG6580	24.99
512K AMIGA RAM WITHOUT CLOCK FOR A500 AND A500+	GG6581	22.99

JOYSTICKS

P&P inc.

CHEETAH "ALIEN 3" JOYSTICK
GG9087
13.99

CHEETAH "BART SIMPSON" JOYSTICK
GG9089
13.99

CHEETAH BUG JOYSTICK
GG6562
14.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE)
GG5146
10.99

COMPETITION PRO STAR JOYSTICK
GG5785
15.99

FREEWHEEL STEERING WHEEL (DIGITAL) FOR AMIGA. SUITS MOST DRIVING GAMES
GG9005
26.99

FOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ATARI ST
GG5204 ....7.99

SQUIK MOUSE FOR AMIGA OR ATARI ST
GG5855
12.99

TROJAN LIGHT PEN FOR AMIGA COMPATIBLE WITH DELUXE PAINT 3 & 4 AND OTHER MAJOR ART PACKAGES. INCLUDES KWIKDRAW DRAWING PROGRAM AND DRIVER DISK
GG9074 29.99

GRAVIS JOYSTICK FOR AMIGA OR ATARI ST WITH FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS
GG9022
23.99

LOGIC 3 SIGMA-RAY JOYSTICK
GG6575
12.99

MINI COMPETITION PRO 5000 JOYSTICK
GG9050
12.99

MINI COMPETITION PRO STAR JOYSTICK WITH AUTOFIRE
GG9051
17.99

QUICKJOY FOOT PEDAL TRANSFERS ANY JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR FLIGHT AND CAR SIM'S. COMPATIBLE WITH MOST AMIGA AND ATARI ST GAMES. GG6576 20.49

QUICKJOY JET FIGHTER JOYSTICK
GG5287
11.99

QUICKJOY QJ1 JOYSTICK (MICROSWITCHED)
GG6643
7.99

TROJAN LIGHT PHAZER GUN FOR AMIGA WITH SKEET SHOOT & ORBITAL DESTROYER GAMES (OTHER GAMES AVAILABLE - SEE "TROJAN" IN AMIGA SOFTWARE LIST) GG9000 29.99

ZYDEC TRACKBALL
GG6650
25.99

MOUSE MAT
GG5148 4.99

QUICKJOY TOP STAR JOYSTICK
GG5751
20.49

QUICKSHOT 111A TURBO 2 JOYSTICK
GG5656
9.99

QUICKSHOT 127 STARFIGHTER REMOTE CONTROLLER WITH TWO INFRA-RED JOYPADS
GG5654 29.99

QUICKSHOT 128F MAVERICK 1 JOYSTICK
GG5655
12.99

QUICKSHOT 137F PYTHON JOYSTICK
GG5653
9.99

QUICKSHOT 149 INTRUDER 1 JOYSTICK
GG6644
22.99

QUICKSHOT 155 AVIATOR 1 JOYSTICK
GG6686 23.99

SPEEDKING ANALOGUE JOYSTICK FOR AMIGA (FOR PROPORTIONAL CONTROL ON SUITABLE SOFTWARE)
GG9006
13.99

NAKSHA MOUSE FOR AMIGA OR ATARI ST WITH OPERATION STEALTH
GG5235
27.99

JOYSTICK EXTENDER CABLE FOR AMIGA (3 METRES) GG6613 6.99

ROBOSHIFT INTERFACE FOR AMIGA (PLUGS MOUSE & JOYSTICK INTO ONE PORT) GG5856 14.99

PORT EXTENSION ADAPTOR FOR AMIGA (CHANGE JOYSTICKS WITHOUT NEEDING TO REACH BEHIND COMPUTER) ....GG6616 ...5.99

PRINTERS FOR AMIGA, ATARI ST AND PC

P&P inc.

179.99

CITIZEN SWIFT 9 PRINTER
WITH COLOUR KIT 9 PIN, 80 COLUMN, 192CPS/48NLQ, 3NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.
FREE PRINTER LEAD MEMBERSHIIP GG5607

129.99

CITIZEN 120D+ PRINTER
9 PIN, 80 COLUMN, 144 CPS/25NLQ, 2NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. HIGH QUALITY BLACK AND WHITE PRINTER.
FREE PRINTER LEAD MEMBERSHIP GG6541

279.99

CITIZEN 240C PRINTER
WITH COLOUR KIT, 24 PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 2 YEAR WARRANTY. ADVANCED VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL
FREE PRINTER LEAD MEMBERSHIP GG9020

234.99

CITIZEN SWIFT 200 PRINTER
WITH COLOUR KIT 24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTY.
FREE PRINTER LEAD MEMBERSHIP GG9073

214.99

CANON BJ-10EX BUBBLE JET PRINTER
64 NOZZLE, 80 COLUMN, 83LQ CPS 2LQ/1 DRAFT FONT, 1 YEAR WARRANTY. A SMALL, PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY.
FREE PRINTER LEAD MEMBERSHIP GG6632

CANON AUTO CUT SHEET FEEDER FOR BJ-10EX PRINTER ......GG9126 ......54.99

INK CARTRIDGE FOR BJ-10EX PRINTER ....GG6637 ......19.99

CANON NICAD BATTERY PACK FOR BJ-10EX PRINTER
GG9125 39.99

399.99

CANON BJ-200 BUBBLE JET PRINTER
80 COLOUMN, 248 CPS, 8 TYPEFACES. THREE PRINTING MODES, I YEAR WARRANTY. A FAST AND QUIET PRINTER WHICH GIVES EXCEPTIONAL QUALITY RESULTS.
FREE PRINTER LEAD MEMBERSHIP GG9138

INK CARTRIDGE FOR BJ-200 PRINTER ....GG9139 ......21.99
PRINTER LEAD (PARALLEL) FOR AMIGA, ATARI ST OR IBM PC ....GG5147 ....7.99
RIBBON (COLOUR) FOR CITIZEN SWIFT 9, 24, 200, 224 OR 240C PRINTER ....GG5637 ......14.99
RIBBON (COLOUR) FOR STAR LC20O PRINTER GG6680 ......10.99
RIBBON FOR CITIZEN SWIFT 24, 224 OR 240 PRINTER ....GG6042 ....6.99
RIBBON FOR CITIZEN SWIFT 9 OR 120D+ PRINTER...GG6041 ....6.99
RIBBON FOR STAR LC200 PRINTER ....GG6679 ....6.99
RIBBON FOR STAR LC24-20 PRINTER ....GG6681 ....6.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) GG5313 ....4.99

DISKS, BOXES ETC.

VERBATIM
3.5" DSDD DISK
WITH LABEL
10 Pack £7.99

27.99 FOR 50

PACK OF 10 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS ....GG9137 ...7.99

PACK OF 50 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS GG5535 27.99

PACK OF10 TDK 3.5" MF-2DD DISKS (DSDD) ......GG9085 ...8.99

PACK OF10 TDK 3.5" MF-2HD DISKS (HIGH DENSITY) GG9086 13.99

PACK OF 20 3.5" GOLDSTAR HD DISKS WITH LABELS GG9118 16.99

PACK OF 10 5.25" GOLDSTAR DSDD DISKS (96 TPI, 720K) GG5265 2.99

PACK OF 10 GOLDSTAR 5.25" HIGH DENSITY DISKS (1.2 MB) ... .GG5266 ... 3.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS
GG5752
10.99

BANX DISK BOX 3.5" (80) STACKABLE GG6591 12.99

DISK BOX 3.5" (10 CAPACITY) GG5187 1.99

DISK BOX 3.5" (120) LOCKABLE, DIVIDERS GG5323 9.99

ALL HARDWARE PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND

SCART TELEVISION

SONY 14" FST COLOUR TV/MONITOR
199.99

P&P inc.

WITH REMOTE CONTROL, MODEL KVM1410U. 60 CHANNEL TUNING, FRONT AV SOCKETS, REAR SCART INPUT, BLACK TRINITRON SCREEN, LOOP AERIAL

FREE SCART LEAD (STATE AMIGA, MEGADRIVE OR SNES) MEMBERSHIP

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204

We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99

NRG also contains competitions to win ££££s worth of prizes. Currently on offer; An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Bubsy T-Shirts and pin badges, Sonic Cuddly toys and your chance to design the front cover of NRG!

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.

Over 140,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!

You can phone in your order or use this coupon ➤

Special Reserve

Games Club

0279 600204

The Biggest and Best computer games club in the world. Probably.

Join now for £6.99 (UK) and get all this:

- **Save £££'s on games** hundreds of special offers every month
- **NRG - CLUB MAGAZINE** 48 page colour bi-monthly magazine
- **Over £30 worth of coupons** in each issue of NRG to save even more money!
- **Latest News and Reviews** NRG keeps you up-to-date on games and hardware
- **WIN over £2000 worth of prizes** Free to enter competitions in every issue of NRG
- **Advance Order System** Order early. New games sent day of arrival
- **Credit Card Orders** Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun
- **No obligation to buy!** & all prices include UK Postage and VAT

We only stock official UK products

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. Please ring for latest information. E.& O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

LAY

Name________________________________
Address______________________________
____
____________________Postcode__________
Phone________________Machine_________
Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World ☐
item________________________ ☐
item________________________ ☐
item________________________ ☐
item________________________ ☐
ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No______
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Credit card expiry date__________Signature__________________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

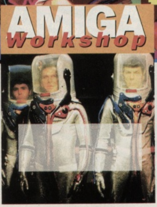
Overseas OrdersSurcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card.*

CU **AMIGA**

CONTENTS

22 BEYOND DPAINT

Mention Amiga paint packages and people invariably assume you mean *Deluxe Paint*. But with the release of the A1200 and the AGA chipset, has Electronic Arts' golden age finally come to a close? Is it enough for a modern paint package just to be able to use the new screen modes, or is breaking the HAM colour barrier going to demand the sacrifice of some more sacred cows?
We look at the next generation of art packages – both those which are available now and those which may come to pass and try to get to the bottom of what makes a paint package more than just a tool and more like a new creative experience. Throw off those blinkers and gaze into the future on page 22.



147 AMIGA WORKSHOP

If you're interested in the more serious side of the Amiga, then this is the place for you. Each month our team of experts detail how to get the most out of your machine and the many and varied software packages that exist to help you do just that. This month we've introduced a new beginner's guide to the Workbench, penned by our own technical expert, Mat Broomfield. Also, there's the next instalments of the *DPaint* and C programming tutorials. If that isn't enough there's the usual plethora of colourful columns dedicated to Amiga enthusiasts everywhere.

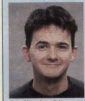
REGULARS

9 NEWS
12 COVERDISKS
34 GAME PREVIEWS
48 GAME REVIEWS
72 PLAY TO WIN
92 PRODUCTIVITY REVIEWS
120 CDTV COLUMN
125 AMIGA PROFILES
130 ART GALLERY
134 PD SCENE
138 PD UTILITIES
149 BOOK REVIEWS
152 DPAINT TUTORIAL
160 PROGRAMMING
162 Q&A
167 MUSIC COLUMN
171 COMMS
172 CLUB INFORMATION
176 BACKCHAT
178 POINTS OF VIEW

The ever popular Art Gallery returns to showcase another selection of reader's pixel pictures. If you want to pick up tips about using *DPaint* then this is the place to look.

OFF THE CUFF

EDITORIAL



Dan Slingsby – Editor

We've got some great news for A1200, A600 and A500 owners this month. You've probably already noticed the Relokick utility that adorns one of this month's TWO coverdisks, but what you probably haven't realised is just how useful it really is. In one fell swoop, you can banish those incompatibility blues by fooling your Amiga that it's an old 1.3 machine. Now, instead of a failure rate of between 50-60% on old software, you'll be blessed with a 90% success rate. How's it done? Turn to this month's coverdisk pages which begin on page 12.

On our second disk there's an incredibly smart demo of Broderbund's excellent new graphics package, *Kid Pix*. They've even kept in the SAVE option, so what you create you can also keep! It's all linked into a competition on page 102, where you can win a brand new A1200 or a bag full of educational software. So what are you waiting for? Get scribbling.

This month's lead feature takes a look at the next generation of paint packages, including a first glimpse of Digital Creation's *Brilliance* program which looks set to knock EA's *Deluxe Paint* off the top of the pile. Also on hand is a specially extended games section, our new look Amiga Workshop pages and an excellent memory upgrade offer (details on page 144).

What you definitely won't find is the fifth instalment of our Amiga Guide magazine. Response to this part of the mag has been overwhelming, so much so that we're taking a breather for a couple of months to evaluate all your suggestions and will be back with a new, improved formula beginning in our May issue. Watch out for it.
In the meantime, enjoy the rest of the mag. There's something in here for everyone, from the novice user to the expert professional. See you next month.

EDITOR Dan Slingsby **DEPUTY EDITOR** Jonathan Sloan **TECHNICAL EDITOR** Nick Veitch **GROUP ART EDITOR** Gordon Barrick **TECHNICAL ADVISORS** Mat Broomfield & John Kennedy **STAFF WRITER** Steve Prizeman & Tony Horgan **DISK COMPILER** Kenny Grant **JUNIOR DESIGNER** Jo Winslow **GROUP AD MANAGER** Nigel Taylor **SCANNING** Sara Pruce **DEPUTY AD MANAGERS** Michelle Gardiner & Tina Zanelli **SALES EXECUTIVE** Becky White **CLASSIFIED/PRODUCTION MANAGER** Remzi Salih **PRODUCTION ASSISTANT** Esther Rodd **THIS MONTH'S BEST LAUGH:** Jon munching on a maggot ridden apple **MANAGING EDITOR** Steve James **PUBLISHER** Garry Williams **EDITORIAL & ADVERTISING** 071-972 6700

CU AMIGA Offices –Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU. Tel: 071 972 6700 FAX: 071 972 6701 *Distribution* – BBC Frontline Ltd, Park House, Park Road, Peterborough PE1 2TR Tel: 0733 555161 *Subscriptions* – PO Box 500, Leicester LE99 0AA *Subs Enquires* – Tel: 0858 - 410510 Order Line (answerphone) 0858 - 410888 *Back Issues* – P.O. Box 500, Leicester, LE99 0AA. Tel: 0858 - 410510. SS 0265 -721X

PRINTED IN THE UNITED KINGDOM

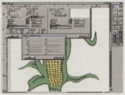
ABC 101, 923
Jan-June 199292

GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEW

There's no delay this month as our team of expert reviewers tear apart the current list of Amiga productivity packages. Gold Disk's new DTP package, *Pagesetter³* comes under the hammer, followed closely by *Art Expression* from SoftLogik. Tony Horgan listens intently to another 16-bit sampler, Maestro, and we draw pretty pictures with an incredible children's art program, *Kid Pix*.

92 BUBBLE JET INK REFILLS
92 3LUX 2 VIDEO
93 FREEWHEEL
94 PAGESETTER³
98 ART EXPRESSION
100 NOTEBOOK
102 A1200/KID PIX COMPO
105 MAESTRO
108 SAS/C
111 KID PIX
118 EDUCATION ROUND-UP
120 CDTV SOFTWARE REVIEWS
125 AMIGA PROFILES – URBAN SHAKEDOWN
126 AMIGA PROFILES – EVESHAM MICROS
130 ART GALLERY
134 PD SCENE
138 PD UTILITIES


Can *Art Expression* really turn you into Van Gogh? Nick Veitch investigates on page 98.

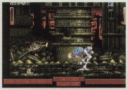
Pagesetter³ comes under scrutiny on page 94. Can it be both cheap and good?

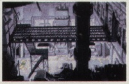
SCREEN SCENE

GAME REVIEWS GAME REVIEWS GAME REVIEWS

We've travelled far and wide to cover the best in Amiga games this month. Dan went to Hull to look at Revolution's new adventure, *Beneath A Steel Sky*, whilst Jon was in Cambridgeshire to speak to Dino Dini about *Goal!* We've also given you a lexicon of reviews from an exclusive look at *A-Train* to the superb new blaster, *Walker*. In between, there's *Battletoads*, the beat 'em up from Mindscape, *D-Day* from US Gold, and *Sleepwalker*, Ocean's Red Nose platformer.

34 WHEN TWO WORLDS WAR
35 ISHAR 2
35 HIRED GUNS
36 BENEATH THE STEEL SKY
40 LITIL DIVIL
43 BATTLETOADS
44 GOAL!
47 D-DAY
48 WALKER
52 A-TRAIN
55 TRANSARCTICA
56 RAGNAROK
58 LEMMINGS 2
64 BARD'S TALE CONSTRUCTION KIT
66 TROLLS
68 SLEEPWALKER


Psygnosis and DMA Design team up to blast the stuffing out of the opposition in *Walker*. Review starts on page 48.


Dan Slingsby travelled *Beneath A Steel Sky* to preview of this adventure. Page 36.

COVERDISKS

March is a month for madness and we've caught the bug. If it's possible to cram more onto two disks we don't know how. Fabulous games, a backwards compatibility utility and a kids' art package are all on offer.

DISK 52

This month's top notch utility is an amazing program which will save all new owners hours of frustration. Simply running the utility fools your machine into thinking it's an old 1.3 Amiga, so you can run all that old software even on a new A600 or A1200. Over 80% of the software which would normally cause an A1200 to make nasty noises and spit your disks out will now run happily. Amazing!

In a break with tradition we've also put a game demo on the first disk. And what a demo it is. Imagine a game that looks like a classic cartoon and is immensely playable – imagine no more 'cos here it is. *Flashback* is the stunning follow-up to *Another World*.

Finally, for all those poor individuals who've caught something nasty, the cure has arrived in the form of the latest update of *Virus Checker*.

52 1Mb REQUIRED
AMIGA
RELOKICK1.3
Relokick1.3 - A stunning utility that at last brings backwards compatability to most A500Plus, A600 and A1200 owners. If you ever had a game that failed to work, you need this.
AMIGA
V1.3
PLUS! The latest Virus Checker to ensure your disks are free from unwanted visitors.
FLASHBACK

DISK 53

For you delectation this month our second disk contains a demo of Team 17's new platformer – *Superfrog*. Guide the frog-like superhero around the deadly castle, avoiding the nasties and collecting as many coins as you can. You'll be amazed that a frog can fly, well almost, but he can jump a long way. We're sure that this will be a smash and we think you will be too after paying this exclusive level.

In a special deal with Electronic Arts we've also crammed on a fun new art program for kids, called *Kid Pix*. It might be aimed at kids but it's great fun for adults, too. If you can't quite get to grips with *DPaint* you can still create a nifty bit of art with this one. And if you think your work is something special why not enter it into our special *Kid Pix* compo. Details on page 102.

53 A500, A500+, A600, A1200 COMPATIBLE
AMIGA
SUPERFROG
Is it a bird, is it a plane? No, it's an exclusive level taken from Team 17's latest and greatest platform caper. (1Mb demo)
KID PIX
Create your own mini-masterpieces AND win an A1200 with this interactive demo of Broderbund's great new paint program. (1Mb demo)

LIONHEART

THE GRAPHICS ARE TOP-NOTCH WITH SOME GREAT SPRITES AND PARALAX SCROLLING, BUT IT IS THE ATTENTION TO DETAIL AND THE AMOUNT OF THOUGHT THAT HAS OBVIOUSLY GONE INTO IT THAT BRINGS IT TO THE TOP OF THE PILE. - STEVE MCNALLY- AMIGA ACTION

VISUALLY & TECHNICALLY LIONHEART LEAVES ALL OTHER AMIGA AND CONSOLE PLATFORM GAMES BEHIND, I'M AFRAID YOU'RE GOING TO HAVE TO BUY THIS ONE. - MARK RAMSHAW

INTO THE LION'S DEN ...... MARCH 1ST

THALION

NEWS

SONY LAUNCH OPTICAL DRIVES

The first Sony-badged rewritable optical drives have just been released. There are two main models available: the RMO-S350 and the RMO S550. The 350 can store up to 128 Mbs of rewritable data on a single 3.5 inch disk, with maximum burst transfer rates of 3Mbs per second asynchronous, and 4Mbs per second synchronous.

The 350's big brother, the RMO-S550, uses 5.5 inch rewritable double-sided magneto-optical disks, and boasts a storage capacity of 650Mbs. Both use SCSI interfaces so they can be adapted for use with the Amiga. For more information, contact Sony Thameside on 0784 4666660.

STUDIO PRINTING

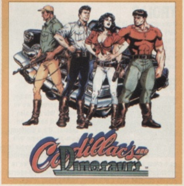
Studio is a new dedicated printing package from Wolf Faust. Supporting laserjet, deskjet and 24/48 pin printers, it allows you to print files direct from disk, so even enormous documents can be printed from a 512K Amiga. It expands the usual 4096 available print colours to 16.7 million, and the 16 grey scales to 256. Its multiple dithering methods include Floyd-Steinberg, Jarvis, Stucki, Blue Noise and Halftone. There are also features to help minimise horizontal banding, and an ink compensation feature to correct ink impurities. Studio is fully compatible with Workbench 2, 2.1 and 3, but needs at least a version 2 Kickstart. Studio is available for £49.99 from JAM, who can be reached on 0895 27449.

CADILLACS & DINOSAURS

Hey! Stop the presses! Big, BIG News! After Street Fighter, Street Fighter II, Street Fighter II Championship Edition and Street Fighter Turbo, coin-op giant Capcom has released a game – wait for it – where the words 'Street Fighter' don't appear in the title at all!! Radical Stuff, eh?

The new coin-op's called Cadillacs & Dinosaurs and is based on the capers of a group of four future tough types in the 26th Century. The idea, which came originally from a comic book series of the same name, is that in the post Greenhouse Effect of the far future, humans and dinos live together in perfect harmony, until some poachers appear from somewhere or other and start laying into the lizards. Now, if you've ever met an angry T. Rex on a dark night, you'll know that this equates to cathartic levels of physical violence.

OK, you might say it's just a multi-player beat 'em up with neat graphics that's trying to cash in on the pre-Jurassic Park dino boom. But I say to you – Q-Sound. What's that? Well, it's some fancy audio technology that – if your bonce is in the correct position relative to the speakers – can produce pretty convincing 3-D sound. And when that includes a rampant reptile trying to chew your head off just below your right ear, it's really quite effective. Coming soon to a coin-op near you!



A1200 INSIDER GUIDE

Bruce Smith
Insider Guide series
Amiga 1200
An introduction to Workbench and AmigaDOS on the Commodore Amiga A1200

Bruce Smith Books, niche market publishers of a huge range of Amiga specific books, have just released a special guide to the A1200. It's 256 pages act as an ideal introduction to the new Amiga's Workbench 3.0 and AmigaDOS and is a treasure trove of useful information, hints and tips. Priced at a very reasonable £14.95, copies are available direct from BSB on 0923 894355. Don't forget to tell 'em that CU Amiga sent you! Full review next issue.

FLIGHT SIM TOOL KIT

With both *MiG-29* and *Harrier Assault* already under their belts, flight sim specialists SIMIS are busy developing what they claim is the world's first Flight Sim Construction Kit. You'll be able to choose from a variety of top-flight combat aircraft or construct your own fighter from various prototype engines and body parts. You'll also be able to define the terrain; mission area, position enemy gun emplacements and radar installations, and equip your plane with state-of-the-art armaments. Flight Sim Tool Kit is scheduled for a Christmas release, but we'll bring you more news soon. For further info, ring Domark on 081 780 2222.

SEE THE DIFFERENCE WITH RETINA

German company MacroSystem are about to launch a new graphics card. MacroSystem are the brains behind the V-Lab digitiser which has been widely acclaimed as the best quality digitiser for capturing TV images. They were also behind the Maestro 16-bit sampling card, which although it had poor software support, was a finely engineered piece of hardware.

The Retina is designed to be a graphics replacement system, rather than just an extra display for 24-bit images. The idea is that, similar to the also soon to be released EGS card from GVP, normal applications will be able to use enhanced display modes. A Workbench emulation program and a specific library for the card will enable applications to take advantage of the enhanced features, without necessarily being written specifically to support the card. The card will come in different memory configurations, offering up to 4Mb of extra RAM. This top-end version is likely to cost in the region of £400.

Retina will be reviewed in the next issue of CU Amiga, but in the meantime more information can be obtained from Amiga Centre Scotland on 089 687583.

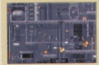
DELUXE MUSIC CONSTRUCTION SET 2.0

It's taken long enough, but *Deluxe Music Construction Set* has finally made it to version 2.0. Featuring both MIDI and Amiga sample recording and playback, *DMCS* now has a feast of improvements on offer: AGA compatibility, multiple document support, 32 simultaneous MIDI notes and 32 staves, MIDI file import/export, and a stand-alone player module. For more info contact Electronic Arts on 0753 549442.

DIGITAL ILLUSIONS

One of the hottest new talents to emerge over the last 12 months must be ex-demo team, Digital Illusions. Founded in May, 1992, by Fredrik Liliegren and Andreas Axelsson, the development house has already scored two major hits in the form of *Pinball Dreams* and *Pinball Fantasies*, two of the best pinball sims on the Amiga. Currently, the team are working on no less than six new Amiga games. We'll have full previews in later issues, but for now here's a quick rundown on what to expect.

DAWN OF THE ROBOTS

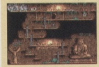


Here's me complaining about the lack of good shoot 'em ups on the Amiga in this month's *Walker* review, when along pops a demo of this ultra-slick blaster from the Digital Illusion team. Featuring three huge levels of multi-directional shoot 'em up action coupled with two top-down drive and blast stages, this is one game which could even rival Team 17's *Project X*. Pencilled in for a September launch, we'll have more news soon.

TROLLS

Hmmmm, seem to have heard that name before, but it's only a working title so it'll doubtless change now that Flair Software's game has been released. There's not a lot to see of this one at present, it's not even left the drawing board as yet. It'll be in a similar vein to *Fire & Ice* and *Flimbo's Quest* though.

BEN E. FACTOR

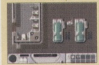


Yes, it's a crap name, but the screens we've seen of this one also point to it being a bit special. It's a platform-cum-puzzle game with more than 100 levels to race through. Described as a cross between *Lemmings* and *Lode-Runner*, we're promised a staggering amount of animations and special effects coupled with a blistering techno track to accompany the on-screen action. Also due in September.

RAGNAROK

It looks as if Fredrik and Andreas have Team 17 well and truly in their sights as they're also working on a beat 'em up. Whether it'll quite be up to the standards of *Body Blows* we'll have to wait and see, but the game will be based on Nordic mythology which seems fair enough when you consider that Digital Illusion's members are all based in Sweden. This is another working title as, obviously, Mirage have just released their chess clone under the same name.

MALFUNCTION



This one's an arcade/adventure controlled in real-time. Featuring lots of puzzles, we're told to expect a game to rival the likes of *Alien Breed* and *Paradroid*. Sounds good to us! Expect to see this one in time for Christmas.

PINBALL ILLUSIONS

Yes, it had to happen, didn't it?! After the success of the first two games, here's the inevitable sequel's sequel. We're told this one will offer loads of new features, but whether or not it'll include a construction kit is still undecided. Let's hope so.

And that's it. Where on earth are they going to find the time to develop all that lot, but if they're half as good as their two previous games we've got a lot to look forward to.

MIDI SURVIVAL GUIDE

Here's a breath of fresh air for anyone confused about MIDI. Written by MIDI expert Vic Lennard (Technical Editor of both Music Technology and Home & Studio Recording magazines), it takes a no-tech look at the world of electronic music, without a hint of maths or complex MIDI theory discussion. Featuring tips on buying second hand equipment, using switch, thru and merger boxes, transferring songs between sequencers, and getting the best out of the General MIDI standard, it's aimed at both the beginner and the seasoned professional. For more information, contact PC Publishing on 0732 770893.

US GOLD COME OUT FIGHTING

US Gold dominated the Amiga games market over the Christmas period. Helped by such blockbuster releases as *Indy 4*, *Street Fighter 2* and *Legends of Valour*, the software house scooped a massive 20 per cent of total sales by value, leaving their nearest competitor, Ocean, trailing in their wake with a tiny 8.7 per cent of sales.

In home computer formats, Amiga games accounted for 60% of all sales. When cartridge games are added into the figures, the Amiga still held its own with a more than respectable 16.4 percent of sales, beaten only by Sega. The ST meanwhile trailed in with a paltry 2 per cent, only just beating the C64!

BIT MOVIE 93

Computer animation freaks should get themselves over to Italy for the Computer Art Festival Bit Movie 93. It's taking place in Riccione, Italy, from the 8th-12th of April 93. Computer-generated animations and stills will be on show from around the world, and two competitions will be run: one for RAM-based animations, the other for sequences recorded on video, the results to be decided by votes from the visitors. Last year, the convention attracted over 5000 people, and this year's event looks set to be even bigger. For more information, contact Bit Movie 93, c/o Carlo Mainardi, Via Bologna 13, 47036 Riccione, ITALY. Fax: 01039 541 601962.

NEW EPSON LASER

A new laser printer has just arrived from Epson. The EPL-5200 is a small footprint 6ppm 300 dpi unit, and comes with a built-in 150 sheet multimedia feeder, capable of handling envelopes, labels and a variety of paper sizes. It's equipped with a single Mintola imaging cartridge, and can accept data from up to three sources at the same time. Default language emulation is PCL5, but Postscript and HPGL language cards are available. The EPL-5200 retails at £929. For further info, contact Epson on 0442 61144.

ZOOL – THE COIN-OP

With *Zool 2* only months away from release (look for an In Development soon), news reaches our shell-like ears that Gremlin's Ninja from the Nth Dimension is also set to star in his own coin-op game. Bell Fruit, the fruit machine and pub quiz giant, have snapped up the rights to the arcade license and are busy putting the finishing touches to the game. Watch out for it this summer.

A1200 CONFUSION

A lot of 1200 owners seemed to have had a spot of trouble with last month's coverdisk. Problems mainly seem to occur due to some type of memory corruption occuring, and the inevitable problem of not following the instructions. It is important to turn the machine off for 15-20 seconds to make sure that there is nothing at all in memory before booting off your Workbench.

In general compatibility problems with the A1200 can be solved by using the fallback modes on the boot-up screen or by running the Relokick utility on this month's disk.

MARCAM UPDATE 8802 GENLOCK

Marcam have upgraded their 8802 genlock to include a new effects box, the FMC unit. The 8802 with FMC effects box features two extra modes: Keyhole 1 and keyhole 2. These allow you to select a transparent colour, and also have that colour on screen. A rotary knob allows you to fade from Amiga graphics to video, fade to black or fade up from black. Contact Meridian Software Distribution on: 081 543 3500.

GUNSHIP™
2000

Bringing the battle to your Amiga

MICROPROSE®
Seriously Fun Software

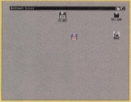
MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 326.

COVERDISK 52

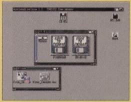
On this month's first disk, we've managed to pack over two disk loads of stuff for you. Thanks to an exclusive tie-in with Ghostrider, we've got the complete solution to incompatibility blues, as well as a fabulous playable level of Delphine's Flashback, and the very latest Virus Checker update!

YOUR QUICKSTART GUIDE TO LOADING DISK 52

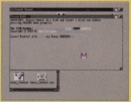
To use your coverdisk, first switch off your computer! This will clear any nasty viruses or other corruption that you may have had in memory. Leave the machine off for at least 10 seconds (counting slowly) before turning on. Wait for the Workbench prompt to appear, and then insert the disk into the internal drive. The drive light will come on and, after a few seconds, a familiar looking icon will appear.



① Double-click on the CU52 icon using the left mouse button. A window will open with three pictures or icons displayed.



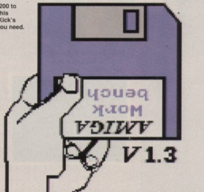
② The first icon is a Drawer. Double click on this and another window will open, with two more icons inside. One of these is the Virus Checker. To use it just double click on its icon. The second will display the history and instructions for Virus Checker.



③ The other two icons are the CU self extracting archives. To use these first have two blank disks ready. Double click on the icon and follow the instructions. The disk you inserted (which does not need to be formatted first) will become a new, bootable disk with the relevant programs installed on it. Please refer to the instructions below to find out how to use the individual programs.

RELOKICK

End backwards compatibility problems with this fantastic utility. Just because you upgraded to a better machine doesn't mean you have to sell your old software.



Want your A1200 to boot up with this screen? ReloKick's the package you need.

If you're one of the very lucky people who own an A1200, or even an A600, A4000, A500+, or any other Workbench 2.x machine, then you are bound to come across some compatibility problems. It's not amusing to find that a large proportion of software won't work on your ultimate dream machine, especially if you have just spent a vast proportion of your savings purchasing the bloody thing!

With Commodore themselves quoting 50-60% and magazines claiming anywhere between 40% and 85% compatibility, it can only affect your purchasing judgment the wrong way. As always, CU Amiga comes to the rescue with a novel little utility that'll put paid to the arguments before they've had a chance to get off the ground – ReloKick.

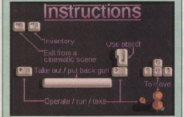
ReloKick is an alternative Kickstart disk that fools the Workbench on the host machine into thinking it's an old Workbench 1.3 machine, increasing compatibility considerably. All you need to do is first unpack the program (see boxout titled 'Your Quickstart Guide to Loading Disk 52'), switch off your machine, stick the disk in the internal drive and switch on. After a few seconds of loading you'll be greeted with the old static hand start-up screen rather than the Amiga Workbench prompt you are used to, and you're away! It really is as simple as that.

The new Workbench will be resident in your machine's memory until the machine is actually switched off, so you can soft reset and still be in 1.3 mode. The utility does take up a bit of memory, so beware that some WB1.3, 1Mb only software may still cause problems. In the office we have discovered this utility to be a major weapon in the fight against unreliable software. We tested it on an A1200 and found that many previously incompatible packages were given a new lease of life.

FLASHBACK

The hottest adventure of 1993 is about to hit your screens. Save the world with this gigantic demo from US Gold.

TAKING CONTROL



WITHOUT FIRE BUTTON:

Up: Jump up, climb onto ledge above.
Down: Crouch
Left: Walk left
Right: Walk Right
Firebutton: Pick up, use object

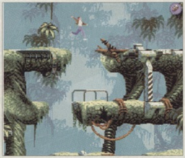
WITH FIRE BUTTON:

Up: Jump forward
Down: Climb down to next ledge
Left: Run left
Right: Run right

WITH GUN DRAWN:

Up: Stand Up
Down: Crouch
Left: Walk left
Right: Walk Right
Fire: Fire gun
Down/Left: Roll left
Down/Right: Roll right

Spacebar: Draw gun/pocket gun
F1: Call up inventory
Esc: Leave animation



There are a number of different leaps you can try. Conrad can leap from a standing start for small spaces, jump straight up to climb, or take a running jump for those extra large gaps!

Delphine's follow-up to the remarkable *Another World* is nearing completion, and we think it looks stunning. Not liking to keep these things to ourselves, we tied up the all important deal with Delphine's UK distributor's US Gold and have brought you, with no expense spared, a fully playable demo of what should be another milestone in platform games.

VAGUELY FAMILIAR

The story takes its plot from virtually every popular science fiction film you can name. Conrad Hart, a brilliant young scientist in the year 2142 has created a machine capable on analysing molecular structures. From this he discovers that quite a few aliens have infiltrated our noble planet. As soon as the aliens find out about this, they kidnap him. Next thing he knows he's lying on a small land bank on an alien planet with no knowledge of who he is or how he got there. This is where you come in.

When the demo loads, you are shown a small introductory sequence which shows Conrad waking and knocking a small cube off the ledge he's lying on. From there in, the game is yours. Guide Conrad around the level, knocking out or shooting the bad guys and solving the various puzzles the game throws at you. If you look carefully, you can find a Holocube, a cartridge for the ion bridge and various stones littered around the level. See if you can activate the bridge to complete the demo.

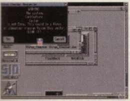
In this demo, the game is controlled with joystick and keyboard, but the finished game will also allow a SEGA joypad to be used, to remove the keyboard access.

HAS IT REALLY BEEN THAT LONG ?

A year or so ago, we carried a feature all about a revolutionary new Amiga graphic technique by the name of Rotoscoping. Since then, things have been a little quiet on the Rotoscoping front, until now. When playing *Flashback*, you'll probably be quite staggered by the stunning animation of the main character. To create this uniquely realistic animation, Delphine filmed an actor carrying out the moves and then used Rotoscoping (grabbing images from real life, and then touching them up using an art package) to make the incredible 24 frames a second animation. Knocks *Prince Of Persia* into a cocked hat, don't you think?

VIRUS CHECKER

Headache, shivers? Chances are you've got flu. But, if your disks are infected take this utility.



The virus checker is the most up to date available, although Nick's unusual hard drive configuration still manages to fox it!

There is nothing quite so nasty as getting a virus on your beloved disks, as Tony knows all too well. Especially for him we have included the latest version of Virus Checker, the most popular of utilities in the neverending war against infection.

To use this amazing utility it is best to copy it onto your Workbench disk and either install it in your WBStartup drawer (all you WB2.x users) or add it to your startup sequence. If you run it from the coverdisk you may get a message appearing on the screen. This is because under WB2.x the utility can be run as a commodity, and the program is expecting to find the related library. The program will still run perfectly, the message is just for your information, and will not appear if you run it through your normal startup disk.

IF YOUR DISK WON'T LOAD

In the event that your disk doesn't work, don't fret. First remove all cartridges and other peripherals and try the disks again. make sure you've followed all our instructions carefully. If, after this, you find that the disk still hasn't worked, then pop it in an envelope and send it to: CU DISK RETURNS, PC WISE, DOWLAIS TOP BUSINESS PARK, MERTHYR TYDFIL, MID-GLAMORGAN, CF48 2YY. Please enclose 28 pence per disk to cover paostage and packing (or 55 pence if you're overseas). They will test your disk, and send you a working one as soon as possible.

If your problem is a little more urgent, you can contact the PC Wise helpline for advice on 0685 350505. The line is open between 1030 hours and 1230 hours every weekday (not weekends). Please call this number before calling the CU offices. Please note that neither we nor PC Wise accept responsibility for any disks damaged due to negligence on the part of the user.

NEW
OFF
ON
ACTIVE
ACTION REPLAY
MK III
FREEZE
POWER
Designed and manufactured in the U.K. by Datel Electronics

AMIGA ACTION REPLAY MK III

STILL ONLY

£59.99

AMIGA A500/500+

FOR 1500/2000 VERSION £69.99

THE WORLDS MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE-**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-
● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory
● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample
● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature
● Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers ● Notepad
● Disk handling - show actual track, Disk Sync. pattern etc. ● Dynamic Breakpoint handling
● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reprodution of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access
VISA
SWITCH

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

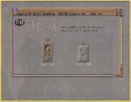
53
AMIGA
SUPERFROG
KID PIX

COVERDISK 53

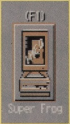
On the second of our two crammed coverdisks, not only do you get a complete playable level of Team 17's brilliant platform game *Superfrog*, but we also give you a usable demo of Broderbund's *Kid Pix*, with which you could win yourself an A1200 or a cool collection of *Carmen Sandiego* titles!

YOUR QUICKSTART GUIDE TO LOADING DISK 53

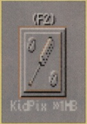
To use your coverdisk, first switch off your computer! This will clear any nasty viruses or other corruption that you may have had in memory. Leave the machine off for at least 10 seconds (counting slowly) before turning on. Wait for the Workbench prompt to appear, and then insert the disk into the internal drive. The drive light will come on and, after a few seconds, a familiar looking icon will appear.



① Double-click on the CU52 icon using the left mouse button. A window will open with two pictures or *icons* displayed.



② Click on this icon or press F1 to load *Superfrog*.



③ Click on this icon or press F2 to load *Kid Pix*. Remember, if you want to save your pictures have a blank disk ready before you start. Please refer to the instructions below to find out how to use the individual programs.

SUPERFROG

Up, up and away... Don your green tights, red cape, and webbed feet(!!?) in Team 17s new platformer.

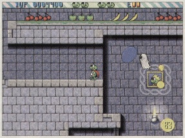
If you read last month's preview of Team 17's latest title, you'll have been foaming at the mouth all the way back from the newsagents. It's true, what you have in your hand is a complete level from the soon-to-be-smash platform game starring the lovable amphibian. This level is taken from the Castle segment in the game, a couple of levels from the start, so don't expect it to be easy, but do expect it to be fun!

As *Superfrog*, you have to collect the toll fee to get through each level before you can save the princess/free the world/whatever Team 17 finally decide on as a plot. At the start of the level you find yourself with no cash, and no special abilities to speak of – not so much *Superfrog*, just plain Frog. At the bottom right of the screen you'll see a small coin with a number on it. This is the number of coins you have to collect before the exit will open. The coins can be found all over the level, some are just lying there waiting for you to pick them up, while others are in all sorts of tricky places, or guarded by some heavy looking nasties.

The Castle is much like any other castle you could name. It has large bricks, swinging balls on chains, fire pits, spikes that come out of the floors and ceilings and is inhabited almost primarily by spooks and fiends. Not the nicest place to spend any time, but who said being a Superhero was fun?

Doors bar your way from time to time (three times in our demo), and to get through them, you need to find the relevant switches. Each door is numbered, as is each lever. All you have to do to open a door is walk into the switch, which will activate automatically.

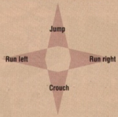
One final thing to look out for here are the hidden rooms. By pushing against certain parts of walls, passages will open, invariably leading into treasure rooms which could have anything in them, from extra lives to 20 or so coins! So keep those eyes peeled!



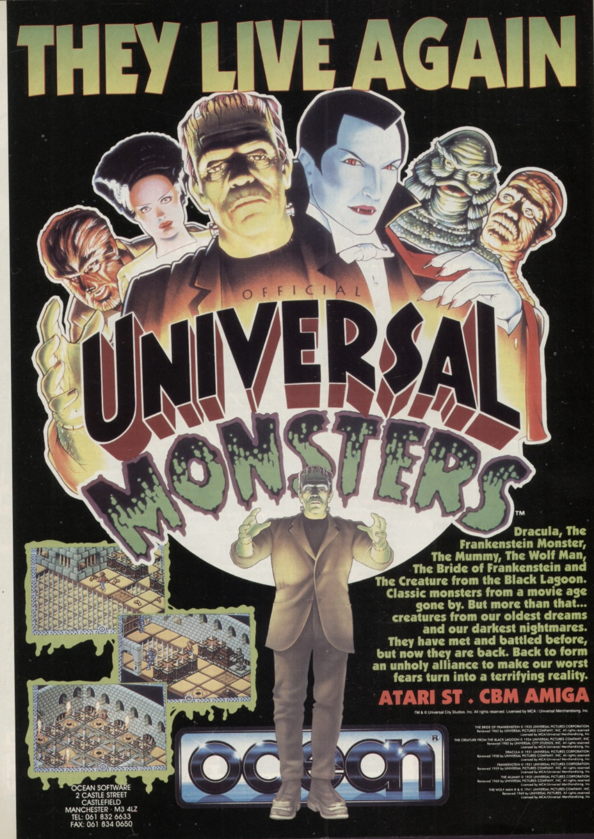
Here's the location of one of the secret rooms. To open the door, simply push against the wall.

TAKING CONTROL

Superfrog's joystick controls are as follows:



To jump a little higher than usual, crouch first by pulling down, and then push up to spring. To jump even higher, locate the springs that lie around the level. Jumping on these catapults you by about two and a half screens. I can't see why anyone would want to jump any further.



Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.

ATARI ST . CBM AMIGA

TM & © Universal City Studios, Inc. All rights reserved. Licensed by MCA / Universal Merchandising, Inc.

THE BRIDE OF FRANKENSTEIN © 1935 UNIVERSAL PICTURES CORPORATION
Renewed 1962 by UNIVERSAL PICTURES COMPANY, INC. All rights reserved
Licensed by MCA/Universal Merchandising, Inc
THE CREATURE FROM THE BLACK LAGOON © 1954 UNIVERSAL PICTURES COMPANY, INC.
Renewed 1982 by UNIVERSAL CITY STUDIOS, INC. All rights reserved
Licensed by MCA/Universal Merchandising, Inc
DRACULA © 1931 UNIVERSAL PICTURES CORPORATION
Renewed 1958 by UNIVERSAL PICTURES COMPANY, INC. All rights reserved
Licensed by MCA/Universal Merchandising, Inc
FRANKENSTEIN © 1931 UNIVERSAL PICTURES CORPORATION
Renewed 1959 by UNIVERSAL PICTURES COMPANY, INC. All rights reserved
Licensed by MCA/Universal Merchandising, Inc
THE MUMMY © 1932 UNIVERSAL PICTURES CORPORATION
Renewed 1960 by UNIVERSAL PICTURES COMPANY, INC. All rights reserved
Licensed by MCA/Universal Merchandising, Inc
THE WOLF MAN ® & © 1941 UNIVERSAL PICTURES COMPANY, INC
Renewed 1969 by UNIVERSAL PICTURES. All rights reserved
Licensed by MCA/Universal Merchandising, Inc

OCEAN SOFTWARE
2 CASTLE STREET
CASTLEFIELD
MANCHESTER · M3 4LZ
TEL: 061 832 6633
FAX: 061 834 0650

KID PIX

Create a masterpiece with Broderbund's new art package, then use it to win yourself an A1200.

• RECTANGLE

The rectangle tool lets you draw a box on screen by selecting opposite corners in the same way you would draw a line (Click and hold on first corner, then drag to the opposite corner). There are three styles of rectangle available. The first is a hollow box – just the lines that define the shape without altering the picture. The second is a filled box, which draws a solid block in the currently selected colour. The last draws an outline of the box in the current colour, and fills it with white, deleting anything underneath. To draw a perfect square, hold down the shift key while drawing.

• OVAL

Oval works in exactly the same way as the box tool. To draw a perfect circle, hold down the shift key while drawing.

• WACKY BRUSH

There are three different sorts of wacky brush for you to play with. The first simulates a leaking pen drawing on blotting paper. Draw quickly, and you'll be alright, but draw slowly and large spots of ink will spill on your drawing. The second pen draws a zig-zag line, no matter how hard you try to draw a straight one. The third draws a series of small dots instead of a continuous line. For some interesting effects, hold down the shift key while drawing.

• ELECTRIC MIXER

The mixer allows you to add effects to your pictures to transform them from Bloggs to Jackson Pollock. The first of the three options available inverts all the colours, turning a day scene into a night one. Click on the screen again to revert it back to normal. The second drops large splashes of paint onto the page at random positions. The longer you hold the button down, the more splashes you get. The third adds a checkerboard effect to the screen. Click again to revert back to the original drawing.

• PAINT POT

The paint pot is used to fill areas with colour or a selected pattern. To use, select the pattern and colour, and then click the pointer where you want the fill to go. Note: Make sure the area you're filling is enclosed, because the fill won't stop until it reaches an obstruction, which could result in you filling the entire screen by accident.

• ERASERS

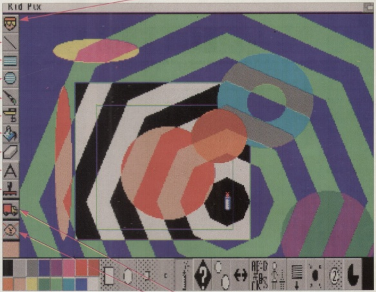
These are used, not surprisingly, to wipe the screen. There are four sizes and shapes available to you, to wipe even those tricky corners. Or, if you would rather nuke the picture and start again, select the dynamite option and click on the screen to blow the whole picture away. This is the most fun of the eraser options, even if the exploding image does give you a headache if you look at it for long enough.

• LINE

The line tool automatically draws a straight line between two points on the page. Click and hold the mouse button at the point where you want the line to start, and then drag the pointer to the point where you want the line to end, releasing the button to place the line. Different widths and shades are selected in the same way as the Wacky Pencil.

• WACKY PENCIL

Clicking on this option puts you in freehand draw mode. Drawing colour is selected by clicking on one of the available colours at the bottom left of the screen, and the width and shade of pen is selected from the strip at the bottom right. If you want to use a round brush instead of the square one available, then click on the small box on the extreme right of the strip. Use the left mouse button to draw.



• TEXT

The first three letters of this text are included for you to pick up and paste. The letters can be any colour, and by holding down the shift button, you can paste the letters down at double the size.

• RUBBER STAMP

The rubber stamp lets you use clip art instead of drawing from scratch, and we've got three different stamps for you to use, which are picked up and dropped in the same way as the letters. Similarly, holding down the shift key places the stamps at double the height and width. The pics available are a dolphin, a whale and a seated rhino – very cute!

• MOVING TRUCK

The moving truck lets you shift areas of the screen about. When selected, draw a box around the area you want to cut or copy, and then go to the Edit menu at the top of the screen. Selecting either Cut or Copy puts the area into a memory buffer, and selecting Paste turns the mouse pointer into the cut piece, which can then be stamped down on the screen.

• UNDO

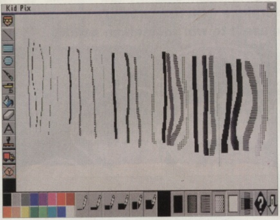
The Undo option let's you go back to before the last action. If you draw a line you then decide you don't want, or accidentally erase an important part of the picture, clicking on this undoes the mistake. Clicking again returns the mistake.

HOW TO USE KID PIX

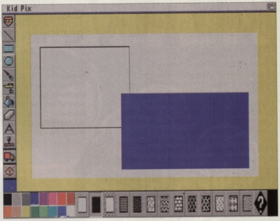
If you haven't already noticed from the review this month, *Kid Pix* is a superb new art package aimed exclusively at the younger Amiga user. Rather than cram it with all the usual technical features found in so many art packages, Broderbund have crammed this one with fun options and features, and ones that produce surprisingly attractive effects. On this disk, we have a completely usable demo, with some features disabled, but enough left to let you see the sort of things it's capable of.

Once you've sat down and had a play around with it, you'll be ready to enter our competition to win an A1200 or one of three sets of *Carmen Sandiego* games, kindly donated by Electronic Arts, UK distributor for all Broderbund software. See pages 102 and 103 for more details.

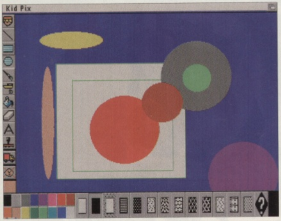
Upon loading you are greeted with the main screen. Here, all functions are selected and operated. ➤



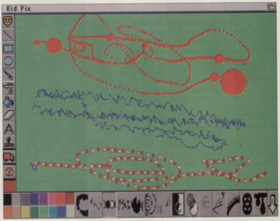
① This picture shows all the available pencil sizes and shades, and as you can see, you've got a lot to work with.



② The three different boxes available. (1) is an outline, (2) is filled and (3) is a solid white box.



③ Drawing circles couldn't be easier. Remember, when drawing, position the mouse pointer at the top of the box that would totally encompass the circle!



④ The wacky brushes available. From the top they are leaky pen, zig zag and dots.

The large white canvas shows all the picture – slightly smaller than a standard Amiga screen, with all the options down the left hand side and the sub-menus for each option displayed at the bottom of the screen. This is the bar that you can see running across the bottom of the pictures above. It changes according to the particular tool you have selected. Generally, the first three options for each tool are available in this demo. At the top of the screen is the hidden menu bar, used in the normal way with the right mouse button. This is the only point where the right mouse button is used.

SAVING YOUR PICTURE

Once you have a compo winning picture, then get your pre-formatted save disk ready and select the Save As option from the File Menu at the top of the screen. A directory box will appear listing the contents of the coverdisk. Remove the coverdisk and insert your save game disk. Wait for the drive light to go out, and then click on the 'df0:' button. The new directory will load, and then you can click on the 'File' dialogue window, and enter the name of your picture. Click on the 'Save' button and all will be done.

THE SHAPE OF THINGS TO COME

Not a bad couple of coverdisks, eh? But just wait until you see what else we've got lined up for you in the next few months. Lord EMAP has opened his cheque book and been on a bit of a buying spree, forking out for all the best demos and full-price utilities he could get his hands on. We want to keep you in suspense about the utilities, but on the games front you can expect EXCLUSIVE playable demos of *Desert Strike* and *Chuck Rock 2* in the next couple of months, plus a three minute demo of probably the hottest football kickabout game ever – bet you can't guess which one! But it doesn't stop there, as we've also scooped one of the year's big name movie licenses. Again, we can say no more, but stick with us for the very best playable demos around.

DISK VIRUSES

CU Amiga makes every effort to ensure that viruses do not get on to our disks, and from this month we're going to include a virus checker whenever possible. We can accept no responsibility whatsoever for possible damage incurred by viruses which may have escaped our attention.

IF YOUR DISK WON'T LOAD

We may be the best Amiga magazine around, but we're not perfect. After all, when you're duplicating as many disks as we do each month, you can't expect every single one to work perfectly, can you? In the event that your disk doesn't work, don't fret. First remove all cartridges and other peripherals and try the disks again. make sure you've followed all our instructions carefully. If, after this, you find that the disk still hasn't worked, then pop it in an envelope and send it to: CU DISK RETURNS, PC WISE, DOWLAIS TOP BUSINESS PARK, MERTHYR TYDFIL, MID-GLAMORGAN, CF48 2YY. Please include 28 pence per disk to cover postage and packing (or 55 pence if you're overseas). They will test your disk, and send you a working one as soon as possible.

If your problem is a little more urgent, you can contact the PC Wise helpline for advice on 0685 350505. The line is open between 1030 hours and 1230 hours every weekday (not weekends).Please note that neither we nor PC Wise accept responsibility for any disks damaged due to negligence on the part of the user.

Ready For Collection

SOCCER STARS
"THE BEST SOCCER GAMES EVER IN ONE INCREDIBLE LIMITED EDITION PACK!"
KICK OFF 2
SOCCER
COMPILATION
Award Winners
THE DEFINITIVE GAMES COLLECTION!
SPACE ACE
COMBAT classics
THE AWARD WINNING MILITARY ALLIANCE
empire
SPORTS masters
EUROPEAN CHAMPIONSHIP 1992
INDIANAPOLIS 500
ELECTRONIC ARTS
ADVANTAGE TENNIS
PGA TOUR GOLF
empire

Soccer Stars:

Tackle world class soccer! Go football crazy - football mad - get Soccer Stars!

IBM PC - £25.99
AMIGA - £25.99

Award Winners:

The definitive games Collection with four chart-topping classics you cannot afford to be without

IBM PC - £29.99
AMIGA - £25.99

Combat Classics:

Three of the greatest war simulations create the award winning Military Alliance

IBM PC - £34.99
AMIGA - £29.99

F15 STRIKE EAGLE II
688 ATTACK SUB
TEAM YANKEE

Sports Masters:

Experience the challenging world of sports! Team up with four sporting all-time greats!

IBM PC - £34.99
AMIGA - £29.99

Four superb Value Compilation Packs

The essential purchase!

empire
SOFTWARE

Empire Software, 4-6 The Stannetts, Laindon NorthTrade Centre, Basildon, Essex SS15 6DJ Tel: 0268 541212 Fax: 0268 541125

PHOENIX COMPUTER WORLD

FREE FAST! UK DELIVERY • SAME DAY DESPATCH* • ALL PRICES INC. VAT

NEW! In Leeds!

800 sq.ft. SHOWROOM

NOW OPEN!

TOP NAME BRANDS AT LOW-LOW PRICES

FREE EASY CAR PARKING

EASY ACCESS FROM M1 M621 M62 A1

AMIGA 1200

Probably the home computer of the decade, the A1200 is the latest addition to the Amiga family. Incorporating a new internal engine and many more exciting and powerful features, this machine truly takes the Amiga family into the next generation

FEATURES INCLUDE:

68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable) 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric key pad).

PHOENIX PRICE £379.99

GVP/1200-HARD DRIVE UPGRADE

PHOENIX PRICE £279.99

85 Mb ultra fast Maxtor 2.5" dive • GVP Formatting software • installation manual • All the neccesry screws and cables

Please **ADD £15** *if you require Phoenix to fit the drive.*

PHOENIX A1200 HARD DRIVE UPGRADES – Now Available!

• Lighning fast access times • Highgrade 2.5" Connor hard drives • Fully fitted and tested by Phoenix technicians • 1yr. warranty on all models.

20 Mb – 40 Mb – 60 Mb – 80 Mb – 120 Mb – 200 Mb

Call for lowest prices in the U.K.

A1200–PCMCIA FAST RAM EXPANSION

Credit card memory now available

2Mb	£129.99
4Mb	£199.99

A1200–32-Bit Trapdoor RAM Expansion

includes 16 Mhz 68881 co-processor !!

Microbotics MBX 4 Mb	£269.99
Microbotics MBX 8 Mb	£364.99
Microbotics MBX 4 Mb *(68882)*	£339.99

NEW!–Deluxe Paint IV... £64.99

AN ABSOLUTE MUST!!!

A 1200 ACCESSORIES

Control Centre *(Inc. FREE cables)*	£36.99
Dust Covers	£5.99
Multi-Sync Monitor adaptor cable	£12.99

ACCELERATORS

REDUCED! R

50 500+/1500/2000

t technology at a price you afford. Ray tracing an image that akes 24-hrs on a standard Amiga takes just **1 hr. 36 mins.** with an A5000!! FREE maths co-pro included with both A/B5000 accelerator cards.

A5000 + 1MB 16.67 Mhz	£159.99
A5000 + 2MB 16.67 Mhz	£198.99
A5000 + 3MB 16.67 Mhz	£234.99
A5000 + 4MB 16.67 Mhz	£269.99
B5000 + 1MB 25.00 Mhz	£282.99
B5000 + 2MB 25.00 Mhz	£329.99
B5000 + 4MB 25.00 Mhz	£424.99
B5000 + 8MB 25.00 Mhz	£604.99

EMULATORS

GVP PC-286 16MHz	£239.99
KCS Powerboard A600	£165.99
KCS Powerboard A500/500+	£146.99
KCS adaptor for 1500/2000	£57.99
Vortex A Tonce Plus 286 (16MHZ)	£214.99
D.O.S 4/5	£POA
Vortex 'GOLDEN GATE' NEW!	£419.99

AMIGA'S

'CARTOON CLASSICS PACK'

PHOENIX PRICE £249.99

It's Back and it's bad - the pack they tried to kill returns for its final mission - don't miss this golden opportunity to acquire one of the best ever home computers, features include: 1 Mb of RAM Workbench 2.04 • TV modulator • Lemmings • Captain Planet • The Simpsons • Deluxe Paint III

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price REDUCED!	£319.99!
A 600 2Mb *(incl. above software)*	£359.99

'EPIC • LANGUAGE PACK'

PHOENIX PRICE £399.99

1 Mb A 600 as standard and includes **20MB HARD DRIVE** the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

A 600 2Mb+20 Mb Hard Driv £439.99

(both include the above detailed software)

A 600 **The stand-alone A 600 is compact, semi portable, fully featured and can be purchased in the following configurations:**

A 600	£279.99
A 600 2Mb	£314.99

AMIGA 1500

2.04 Workbench Includes: Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puzznic, x Elf, Amiga Format Book and Joystick

AMIGA 1500 NOW ONLY	£479.99
AMIGA 1500 + 52 Mb hard drive	£689.99

MEMORY EXPANSION

A 500+

1MB RAM BOARD £34.99

A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. Extra RAM is necessary to unleash the incredible graphics capa-bilities of your Amiga. All our boards carry a full 2 year no quibble replacement guarantee. **It's never been cheaper to upgrade!**

1 Mb Fully populated RAM board	£34.99
1 Mb unpopulated RAM board	£16.99
½ Mb inc. clock	£29.99

A 600

Phoenix PA 601-populated-1Mb	£44.99
Phoenix PA 601-unpopulated-0Mb	£24.99
PA 6020 2 Mb PCMCIA card	£129.99
PA 6020 4 Mb PCMCIA card	£199.99

CHIPS

AMIGA CUSTOM CHIPS

Kickstart 2.04 ROM	£34.99		
Kickstart 1.3 ROM	£27.99	Fatter Agnus 8372A	£34.99
NEW Super Denise	£29.99	CIA 8520A	£9.99

AMIGA CUSTOM CHIPS

4 Mb x 9 (-70) Simm	£99.99	1 Mb x 4 (-80) Zip	*£29.99
1 Mb x 9 (-80) Simm	£29.99	256k x 4 (-80) Zip	*£29.99
256k x 9 (-80) Simm	£12.99	1 Mb x 1 DRAM	£3.99
256k x 4 DRAM	£3.99	*This price is for 1 Mb of RAM	

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

HARD DRIVES

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with **2 yr. guarantee.**

500/500+

A500-HD8+ 42 Mb	£299.99
A500-HD8+ 80 Mb	£379.99
A500-HD8+ 120 Mb	£469.99
A500-HD8+ 213 Mb	£564.99
A500-HD8 controller only	£179.99

1500/2000

Series II Hard Disk Controller/RAM card	£122.99
Series II 42 Mb Hard Disk and RAM card	£284.99
Series II 80 Mb Hard Disk and RAM card	£329.99
Series II 120 Mb Hard Disk and RAM card	£406.99
Series II 213 Mb Hard Disk and RAM card	£544.99

EXTRA MEMORY-Only £29.99 per Mb.

ACCELERATOR-HARD DRIVES

500/500+

GVP Combination Accelerators & Hard Drives-The ultimate expansion product for the Amiga 500!

A530 Combi 40MHz + 42Mb Hard Drive	£657.99
A530 Combi 40MHz + 80Mb Hard Drive	£749.99
A530 Combi 40MHz + 120Mb Hard Drive	£844.99
A530 Combi 40MHz + 213Mb Hard Drive	£929.99
A530 68882 Co-Processor	£219.99

1500/2000

GVP G-Force 030-25MHz + 1Mb	£474.99
GVP G-Force 030-40MHz + 4Mb	£757.99
GVP G-Force 030-50MHz + 4Mb	£1136.99
GVP G-Force 040-33MHz + 4Mb	£1419.99

GVP Accelerator RAM

1Mb Simm-32 Bit 60 Nanoseconds	£65.99
4Mb Simm-32 Bit 60 Nanoseconds	£182.99

MONITORS

All monitors are supplied with a FREE cable for connection to your Amiga.

PHILIPS 8833Mk II......... NEW! £224.99

Colour Stereo Monitor now including **'Lotus Turbo Challenge'**, and 1 years on-site warranty.

COMMODORE 1084 STI.... NEW! £199.99

Brand new high quality Monitor with built in Tilt 'n' Swivel monitor stand

COMMODORE 1940 .... £394.99

MONITOR ACCESSORIES-

14" Dust covers	£4.99
14" Tilt & Swivel stand	£13.99
Anti-Glare filter screen	£19.99
A4 Copy Holder	£12.99

A 570 CD-ROM

This Amiga essential heralds the dawn of multi-media-suitable for A500/A500+ /A570.

Phoenix price...... ONLY £299.99

HOW TO ORDER

For Customers not able to visit our Showroom we offer one of the fastest and most complete Mail order services available in the U.K.

To order by phone:

0532-350091

Quoting your Credit Card No.

By Post to:

PHOENIX COMPUTER WORLD,
UNIT 2, YORK TOWERS,
383 YORK ROAD,
LEEDS LS9 6TA.

Please make cheques payable to Phoenix. Allow 5 working days for cheque clearance.

* Same-Day Despatch on Credit Card Orders/ bankers draft/ building society cheque/Postal orders.

Customer Care/General Enquries

0532-350652

FAX: (0532) 350652

E&O.E.*

PRINTERS

PHOENIX PRINTER PACK

Supplied with ALL printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely FREE.

star MICRONICS star MICRONICS star MICRONICS

LC-100 Colour NEW!	£164.99
9 PIN colour printer with paper parking, eight fonts and electronic DIP switches.	
LC24-100 NEW!	£189.99
24 PIN with compressed data mode, 16 K buffer and 10 letter quality fonts,(with Star printer driver only).	
LC-20	£132.99
LC-200 Colour	£199.99
LC24-20	£199.99
LC24-200 Mono	£219.99
LC24-200 Colour	£279.99
XB24-200 Colour	£379.99
SJ48 Bubblejet NOW ONLY	£219.99

Star printers come with one year warranty.

CITIZEN CITIZEN CITIZEN

Swift 240 Colour	£264.99
Swift 240 Mono	£254.99
Swift 200 Colour	£214.99
Swift 200 Mono	£187.99
Swift 9 Colour	£169.99

Citizen printers come with 2 year warranty.

HEWLETT PACKARD HEWLETT PACKARD

Deskjet-550C (colour printer) NEW!	£534.99
300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • FOUR TIMES FASTER than previous H.P. Deskjet range.	
Deskjet 500	£329.99
Deskjet-500 Colour	£424.99

HP printers come with 3 year warranty.

HP black ink cartridge	£24.99
HP colour ink cartridge	£29.99

AUTO SHEET FEEDERS

STAR LC20	£57.99
STAR LC200	£59.99
STAR LC24-200	£62.99
STAR LC24-20	£62.99

LASER PRINTERS

STAR LASER JET MK III	£724.99
STAR LS-5 5 Pages per minute< 1 years on site maintenance warranty and 14 resident fonts	PHOENIX PRICE £599.99
STAR LS-5EX	£734.99
5 Pages per minute< 1 years on site maintenance warranty enhanced control logic board 14 resident fonts (eight scalable).	
STAR LS-5TT	£954.99
As above but with 35 postscript fonts and 2Mb of memory (expandable to eight.	

BUBBLE JET

Canon Canon

CANON BJ 10eX	£209.99
Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer.	
CANON BJ 20	£319.99
More Features than the BJ10, includes Auto sheet feeder. Top selling-Highly Recommended	
CANON BJ 200 NEW!	£349.99
Feature include: 300 dpi. • Min 80 page Auto sheet feeder • minimum 3 pages per minute **SUPER VALUE!**	
CANON BJ 300	£374.99
80 column bubblejet provides laser quality output.	
CANON BJ 330	£499.99
136 column bubblejet.	
CANON Bubblejet cartridges	£17.99
BJ 10eX Autosheet feeder	£49.99

PRINTER ACCESSORIES

We have a large range of **high quality** printer accessories for all the printers we sell including: **dust covers from £2.99 • Ink cartridges from £13.99 • Mono ribbons from £3.50 • Colour ribbons from £7.99 • Printer stands from £7.99**

MICE & TRACKBALLS

Roctec Mouse	£13.99
GOLDEN IMAGE Mega Mouse	£12.99
(Has just received 90% Amiga Format Gold Award)	
Optical Mouse	£29.99
High precision, pointing device.	
Crystal Trackball	£37.99
Infrared-Cordless-Mouse	£47.99
(Rechargeable top selling innovation.)	
Optical Pen Mouse	£39.99
High Quality 8mm mouse Mats	£3.99
Auto Mouse/Joystick Switch	£15.99

Don't damage your Amiga's ports! This device saves wear and tear makes switchover ***FAST,*** and does **NOT** require power unlike many others.

SCANNERS

Powerful image processing tools for the office or the home environment.

POWER–Features Include: 100-400 dpi • 64-Greyscales Thruport to printer • FREE Editing software.

Power Scanner v3.0.. NEW!	£109.99
Includes FREE upgraded editing software.	
Power Scanner Colour	£234.99

GOLDEN IMAGE–Hand Scanner Series

Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

AlfaScan	£124.99
AlfaScan Plus	£149.99
AlfaScan OCR (inc OCR Software)	£279.99

AMIGA MUSIC

Technoturbo-Sound.... NEW!	£29.99
Stereo Sampler	£29.99
Combines ease of use with state of the art analogue to digital conversion technology.(inc. FREE sample editing software +audio lead)	
Pro-Midi 2 Interface	£24.99
This fully featured professional quality midi interface is very flexible giving semi-patch bay facilities. It has five ports in, out, thru and two switchable out/thru. (inc. FREE midi lead)	
GVP Digital Sound Studio	£44.99
High quality sound sampler for all Amiga Computers	

Amiga Music Made Easy-Only from Phoenix!

ACCESSORIES

Control Centre	£34.99
Heavy duty construction,rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ **A 600 control centre now available.**	
Phoenix Stereo speakers.. NEW!	£37.99
Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard- **Excellent companions on any gaming soiree!**	

DATA SWITCHES–(25 pin D type)

2 way	£15.99
3 way	£17.99
4 way	£19.99

STORAGE:

90 Capacity BANX	£11.99
150 Capacity POSSO	£16.99
Disk Box 10 Cap	£1.99
Disk Box 25 Cap	£2.99
Disk Box 50 Cap	£4.99
Disk Box 100 Cap	£6.99

AMIGA RELEASE 2

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast!

PHOENIX PRICE £79.99

Workbench 2.1 Enhancer Kit with ROM	POA
Workbench 2.1 Enhancer Kit (Software Only)	POA

Call for lowest Prices in the UK!

PHOENIX ROM SHARERS

Keyboard ROM Sharer	£29.99
Standard ROM Sharer	£24.99
Rev 3.5 ROM Sharer	£27.99
1.3 ROM	£27.99
2.0 ROM	£34.99

DISKS

Don't confuse these quality disks with other available. 3.5" 100% certified error free 70% clip. include FREE high quality Phoenix labels.

10	£4.99	200	£72.99
25	£12.99	500	£174.99
50	£22.99	750	£259.99
100	£39.99	1000	£339.99

Dysan Branded disks- High performance media from the experts-box 10 with labels and FREE 10 Cap plastic storage box

10	£5.99	100	£52.99
50	£26.99	500	£249.99

1000 Phoenix Disk Labels	£9.99

DISK DRIVES

All drives feature super slim design, enable-disable switch, thru port and come with a 1 year replacement guarantee!

Phoenix Deluxe Drive	£49.99
Roctec Roclite NEW!	£64.99
This famous drive has now been upgraded to include Anticlick and Virus Checker	
Disk head cleaner	£3.99

PHOENIX PRODUCTS

Mouse/Joystick Switch	£13.99
Don't damage your Amiga's ports! This device saves wear and tear makes switchover ***FAST,*** and does **NOT** require power unlike many others.	
Computer/Video Scart Switch	£19.99
Flip between Video/computer signals at the push of a button.	
Phoenix Stereo speakers..... NEW!	£29.99
Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard- **Excellent companions on any gaming soiree!**	

LEADS & CABLES

Midi-Midi 2m	£3.99	**Modulator ext**	£9.99
Midi-Midi 3m	£4.99	**Amiga-Scart**	£9.99
Midi-Midi 5m	£5.99	**Amiga-8833MkII**	£9.99
Disk Drive ext	£9.99	**Joystick long ext**	£4.99

Mouse/Joystick ext	£4.99
Mouse/Joystick splitter	£4.99
***Serial/Modem cables**	£9.99
***Amiga-Multisync**	from £9.99
***Amiga-Microvitec**	£9.99
***Amiga-CPC monitor**	£9.99
***Amiga-RGB/TV**	£9.99
***SCSI Cable various**	£9.99

Printer 1.8m	£5.99	**Printer 2.0m HQ**	£7.99

MULTI-MEDIA

VIDI-AMIGA 12 ONLY	£79.99
ROCGEN Plus	£129.99

10% Off! • FOR A LIMITED PERIOD ONLY! • FOR A LIMITED PERIOD ONLY! • 10% Off! • FOR A LI

Callers to our new Leeds showroom, will be eligable for a whacking 10% off any purchase over £50

SOFTWARE

SLIDE SHOW

Kit	£57.99
	£94.99
	£44.99
Pr	£79.99
Intro	£74.99
X CAD 2	9.99
X CAD 300	9

VIDEO PR

SCALA 500	
SCALA Professiona	
Big Alternative Scr	
Broadcast Titler 2	
Font Pack 1 for Broadcas	
Font Enhancer for Broadcast	
TV Show Pro	
TV Text Pro	

ACCOUNTING

Personal Finance NEW!	
Arena Accounts	£
Home Accounts 2	£39
System 3	£43.9
Cashbook Combo	£57.99

NEW TITLES..STOP PRESS..NEW TITLES

Art Expression	£139.99
Clarity 16	£107.99
Video Master	£52.99
Pagestream Bussiness Forms	£29.99
Morph Plus	£149.99
Image master	£129.99
Big Alternative Scroller v2.0	£59.99
Amiback v2.0	£42.99
Techno Sound Turbo	£29.99
System 3E	£49.99
Deluxe Paint 4.5 (AA)	£69.99
Hotlines v1.1	£62.99

WORD PROCESSING / DTP

Kindwords 3	£36.99
Final Copy 2 🇬🇧 NEW!	£69.99
Final copy soft fonts now available	POA
Professional Page 3 NEW!	£129.99
Pagestream v2.2	£126.99
Pagestream Font pack 1	£44.99
Pen Pal 1.4 SPECIAL OFFER	£39.99
Hot Links	£52.99
Wordworth V 2.0 NEW!	£72.99
now includes 17 Compugraphic fonts!	

INTEGRATED PACKAGES

Gold Disc Office 2	£59.99
Mini Office NEW!	£39.99

UTILITIES

Lattice 'C' v6 NEW!	£214.99
A-Talk 3	£44.99
Cross Dos V5 (inc, Cross PC Emulator)	£29.99
Diskmaster 2	£43.99
Dos 2 Dos	£29.99
Opus Directory v4.0 NEW!	£49.99
Xcopy	£36.99
Quarter Back	£45.99
Quarter Back Tools Vs 5	£49.99

DATABASE

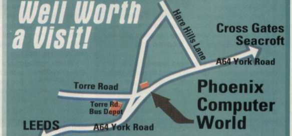
Superbase Pro 4	£164.99
Superbase Pers 2 NOW ONLY	£39.99

FRACTAL AND SPECIAL FX

Race Trace NEW!	£93.99
Deluxe Paint 4	£63.99

HOW TO FIND US!

Well Worth a Visit!



OPEN 7 Days

Mon.-Sat. 9.30am-6.30pm Sun. 11.00am-3.30pm

Thurs 'late till eight'

Beyond DPaint

There will always be a DPaint wherever you may go – but will it continue to hold on to its position as the world's favourite paint package, or has the competition finally caught up?

If any one company in the Amiga market can honestly utter 'gaze upon my works, ye mighty and despair' it is Electronic Arts. Not only did they create the Amiga's standard art package, but they also created the whole concept behind the Interchange File Formats, meaning that there were standard file formats for all applications.

Yes, for nearly seven years now, the Amiga has been the first choice for bitmap graphics work, and for all of those years there has been only one art package. *Deluxe Paint* is bitmap art on the Amiga.

But no king has ever lived forever. No dynasty or empire has yet lasted through all the ravages of time. Is it time now that *DPaint* should have its mantle cruelly snatched away? With the introduction of the new AGA chipset and the extra screen modes available the time has never been better for someone to nip in and grab as much of the new market as possible. It's like a vast new continent lying, beckoning, waiting to be savagely exploited. It's a chance that some people are not going to let pass them by.

CONTENDERS AND PRETENDERS

The opportunity to outshine *DPaint* has come with the introduction of the A1200 to these shores. Because of the enhanced screen modes now available, bitmap art packages will all have to be updated to take advantage of the full range of colours allowed. Since *DPaint* is essentially number one in a field of one, it is the only one which is perhaps starting at a bit of a disadvantage – anybody who does get a share of the new pie will be at EA's expense.

Which packages are they, these pretenders to the crown? Well, at the moment only three have emerged. Firstly, and most obviously, there is *DPaint IV AGA*, a sort of heir, the 'son of *DPaint*' effort. But is there more to it than just the addition of a few new colour modes, and more to the point, does there need to be to keeep it ahead of the opposition?

Next, there is a black horse contender, *Personal Paint* from CloanTo. Starting from scratch they've got nothing to lose, but they do seem to have based *PPaint* (sic) rather more than vaguely on their chief rival. It's not a matter which will land them in the courts, but because many of the tools and hotkeys are so similar to those in *Deluxe Paint*, it is possible for old *DPaint* users to pick it up without ever having to glance in the direction of the manual.

Finally, at least for the moment, we have *Brilliance*, which has an impressive background in authors, Digital Creations (who gave the world DCTV), and a pretty spiffy ancestor in the form of *DCTV Paint*. Some of the authors worked on previous versions of *Deluxe Paint* and *Deluxe Photoshop*, so they know what they are up against.

Image FX from GVP also supports the new chipset, but although this does have some painting ability, it is really an image processing package and nothing more.

No doubt they will be joined by others, but it is the first few months that will sort out the men, wheat, and sheep from the boys, chaff and goats. In the words of Gary Moore, out on the streets, the fighting has begun.

Personal Paint

CloanTo? Never heard of them – but they could be on to a winner as the stakes hot up for an AGA replacement to *Deluxe Paint*.

Perhaps trying to cache in a bit on the easy mnemonics of *DPaint*, *Personal Paint* (or '*PPaint*', geddit) has nevertheless gone out of its way to make sure it is not taken to be a blatant copy. The most obvious of these changes is the tool menu, which appears down the left hand side of the screen (which a lot of people would prefer anyway, because it's easier to use if you are right handed).

Essentially all the tools are identical bar one, but they all have slightly different icons and they are arranged slightly differently. The one that is different is the symmetry icon – *PPaint* doesn't have that feature. It does have an icon that *DPaint* doesn't have though, one for initiating the filter options.

THE BRUSH OFF

It is possible to have multiple brushes in *PPaint*, not just one active and a spare, but up to nine resident in memory at the same time. Brushes are very important to the *PPaint* environment, as they are used for many functions, such as specifying line patterns etc., and not just the usual cut and paste operations.

Brushes are cut and used in the normal way (well, normal to *DPaint* users anyway), but at any time they can be swapped simply by selecting the number in the top of the tool bar.

Brushes can, of course, be saved and loaded and pasted between multiple screens. Unfortunately when setting up a scratchpad screen, it does not necessarily take on the characteristics of the parent screen with regards to resolution, palette or size. This is a major disadvantage because obviously when you flip screens your custom brushes become a swirl of gobbledygook which, at their most pleasant, look like some kind of psychedelic meal revisitation.

MODES

When it comes to painting, you soon begin to miss the special *DPaint* modes. Matte, or standard overprint, is still there, and so is replace which treats the background colour as opaque. Unfortunately there is no Tint, Blur or smear option, with which some of the best effects can be created.

It is possible to do these effects via a very circuitous route of using the image processing functions on the brushes, but this gets a bit tedious and also means you have to plan too much in advance – losing the immediacy of the art form (it does, luvvie).

PPAINT DOES GIF A PCX

In spite of EA's sterling work in achieving an Amigawide standard file format for graphics, the same is not true in the less enlightened domains of computerland. Many primitive machines use a variety of different formats, like TIFF, PICT, TARGA, etc.

Some research showed that the most popular format across all machines was GIF (Graphics Interchange Format) which was popularised by the Compuserve computer information service. The GIF format may be very popular, but not on the Amiga. ASDG's *Art Department* will accept it, and so do *Pagestream* and *Pro Page*, but that's about it.

CONVOLUTIONS

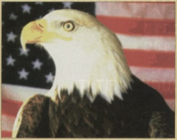
Most image processing is done using a convolution matrix. If you ever did any O-level maths, you will know that matrices are those tables of numbers which have a certain number of rows and columns, can sometimes be multiplied together and have an inverse which is very tricky to remember how to find.

It will not instill you with great confidence to know that your graphics are being operated on by these nasty things then. Okay, well, just imagine little pixies are doing it.

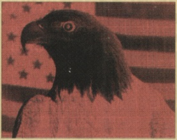
Back in reality, the value for each pixel is taken by applying the chosen matrix on it and its immediate neighbours (depending how big the matrix is). Thus a new colour value for each pixel is created.

Many useful effects can be created in this way, including blurs, sharpens, washes and so on. *PPaint* also uses Popularity matrices which work in a similar way to convolution matrices, but employ different weighting and averaging effects to come up with the end result.

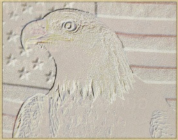
You can enter and edit as many matrices of your own as you like. You can work out the formula for a particular effect, but it's much easier just to experiment until you get the effect you want.



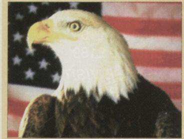
A good blurring function is a prerequisite in the armoury of any image processing tool. Blurring can actually make images look a lot better, especially if you increase the resolution of a file and blur away the blockiness...



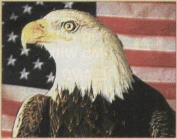
With *PPaint* you can select a dither pattern for converting the image to a mono picture. Various clusters of dots simulate grey scales, but it may take a bit of experimenting to find which one is most effective for your printer.



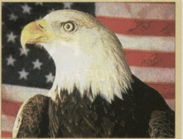
Who really needs an emboss filter? Well, nobody really, but it is a good effect and is excellent for manufacturing neutral backdrops for text or other images to be displayed against, in a multimedia application for example.



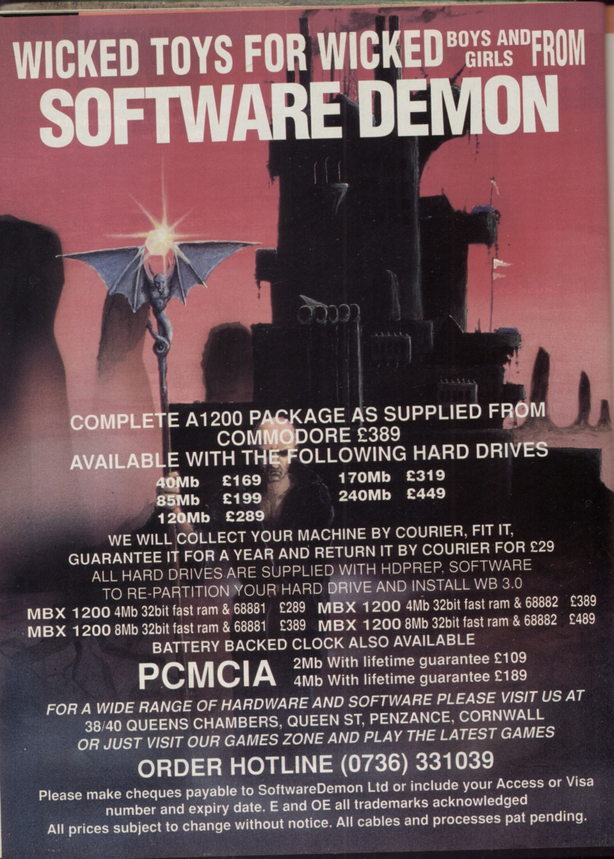
The use of a randomise filter, one which randomly repositions pixels in a block, is highly suspect to say the least. It is quite handy when you can't think of anything else to do with your image though.



There are a variety of functions which can be used to bring out the edges in a picture. A straight edging filter will give you the outlines, but a process like 'rise' will also leave colour detail, which can be handy.



A plain sharpening filter will make quite a bit of difference to the picture, but also makes it appear to be at a lower resolution. It can be very useful when used in conjunction with other effects, though.



WICKED TOYS FOR WICKED BOYS AND GIRLS FROM SOFTWARE DEMON

COMPLETE A1200 PACKAGE AS SUPPLIED FROM COMMODORE £389

AVAILABLE WITH THE FOLLOWING HARD DRIVES

40Mb	**£169**
85Mb	**£199**
120Mb	**£289**
170Mb	**£319**
240Mb	**£449**

WE WILL COLLECT YOUR MACHINE BY COURIER, FIT IT, GUARANTEE IT FOR A YEAR AND RETURN IT BY COURIER FOR £29

ALL HARD DRIVES ARE SUPPLIED WITH HDPREP, SOFTWARE TO RE-PARTITION YOUR HARD DRIVE AND INSTALL WB 3.0

MBX 1200 4Mb 32bit fast ram & 68881	£289
MBX 1200 8Mb 32bit fast ram & 68881	£389
MBX 1200 4Mb 32bit fast ram & 68882	£389
MBX 1200 8Mb 32bit fast ram & 68882	£489

BATTERY BACKED CLOCK ALSO AVAILABLE

PCMCIA

2Mb With lifetime guarantee £109

4Mb With lifetime guarantee £189

FOR A WIDE RANGE OF HARDWARE AND SOFTWARE PLEASE VISIT US AT

38/40 QUEENS CHAMBERS, QUEEN ST, PENZANCE, CORNWALL

OR JUST VISIT OUR GAMES ZONE AND PLAY THE LATEST GAMES

ORDER HOTLINE (0736) 331039

Please make cheques payable to SoftwareDemon Ltd or include your Access or Visa number and expiry date. E and OE all trademarks acknowledged

All prices subject to change without notice. All cables and processes pat pending.

LOOK AND FEEL

The chances of anyone facing legal action over copyright infringements due to a 'look and feel' action should be pretty slim. The idea is that to copy an idea isn't an infringement of copyright, but to copy the expression of that idea is.

On the other hand, according to Commodore's style guide, all Amiga software should operate in more or less the same way anyway. The first menu in any application should always be called 'project', the last item on that menu should always be 'Quit'. By following the rules, we end up with software which we, the users, feel comfortable with.

The average experienced Amiga user should be able to have a fair stab at running any Amiga application without consulting the manual. This is a good thing, but it also means that all software ends up looking the same, which can be a bit tricky when people start to sue.

Although you may think that *Personal Paint* is taking it a bit far, especially with most of the hotkeys being similar, it is probably about as far away from *DPaint* as it could possibly get without restricting its ease of use. It is obvious that CloanTo have made a point of being as unlike *DPaint* as they could wherever possible.

Well, that was it, but *PPaint* also supports GIF and PCX files. In fact, all the demonstration images come in GIF format. This may not be a great boon to the home user who only ever distributes images to other Amiga owners, but it is quite useful to those whose work goes further afield. It can also be handy to be able to import these file types, as a lot of clip-art is circulated in these formats. Perhaps though a TIFF loader would have been more useful than the PCX one.

It can get around a few barriers. Although Adobe's *Photoshop* reckons it can import Amiga IFFs, it certainly can't import them all. Even though the information in a 256 colour image is stored in the same way, the colormap header is bigger and this confuses the rather primitive loading system. Some PC applications have similar problems (apart from the PC version of *Deluxe Paint*).

PROCESSING POWER

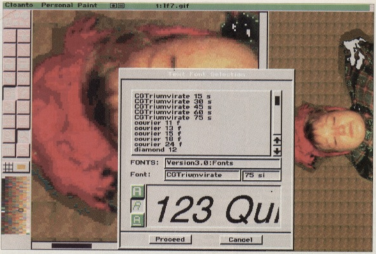
Image processing used to be the domain of separate applications, such as *Pixmate, Art Department* and even the excellent *PictureBox* which was given away on our coverdisk (amazingly we still have some November issues left!! Order yours now while stocks last). Now, with *PPaint*, it has become an integrated part of the graphics package.

HAMMING IT

One of the major innovations on original Amigas was the discovery of HAM mode. It is a complete fiddle really. The non-AGA Amigas have a maximum of six bitplanes available for graphics, because that is the limit that can be addressed by the screen registers. Six bitplanes gives a maximum of two to the power of six, or 64 colours. HAM mode cheats. It still uses six bitplanes, but it uses a completely different way of storing the colour data. The 16 screen registers store base colour values, and the pixel information contains a deviance from the previous colour – hence the term Hold And Modify. There are some problems with this mode. It takes up a fair amount of processor time, so animations in this mode will be quite slow, and it also restricts the screen to a low resolution mode, but it does give you 4096 colours, which is effectively a 12-bit colour resolution.

The new machines can display normal HAM, but thanks to modifications in the chipset there are now 64 colour registers. Using the same trick images can be constructed with up to 262,144 colours – and what's more they can be done in high resolution and without the fringing effects which were often a problem on original HAM screens.

Some people may say that this new mode can't be animated. They are wrong. There are utilities to do this, but they are slow. Even on a nice big A4000, but there may be ways of animating more effectively in the future. In the meantime you have a pseudo 18-bit static image which is better than TV in terms of resolution.



Cloanto Personal Paint 1:1f7.gif

Text Font Selection

CGTriumvirate 15 s
CGTriumvirate 30 s
CGTriumvirate 45 s
CGTriumvirate 60 s
CGTriumvirate 75 s
courier 11 f
courier 13 f
courier 15 f
courier 18 f
courier 24 f
diamond 12

FONTS: Version3.0:Fonts
Font: CGTriumvirate 75 si

Font control in *Personal Paint* is very well thought out. Instead of just giving the font names, it also lists the sizes available and indicates whether they are scaleable or not. The preview renders are very clear and give a good idea how big the text is.

Surely the whole idea about image processing is to enhance or convert data you have received from another source, in order to make it better (although thousands of IT students will now be doing a passable impression of a Thermodynamics lecturer and start going on about entropy values of information). Well, there's that as well, but the really fundamental use of image processing, its raison d'être, the purpose of its existence is simply this: it's excellent for mucking about with.

Artists may well use the processing features logically towards an end, but to most people it's very much a question of suck it and see.

BUT WHERE?

Probably the most interesting things about *PPaint* are the things that it lacks. There is no animation facility for a start. Obviously you can still animate images by saving them out one by one and stringing them together using a different package, but then there aren't very many packages which can handle AGA animations. It also means that you miss out on the powerful tools for onion-skinning and perspective moving that make the whole process of animation that much easier to bear.

The most stunning omission however is the lack of HAM mode. The old HAM isn't much of a loss, but failing to support the HAM8 mode, which is just as much a feature of the AGA chipset as the 256 colour mode. If the package included animation facilities there may be an excuse for leaving out a screen-mode which is cumbersome, but *PPaint* does not have that excuse.

DPaint IV-AGA

It's back, and this time it's brought its extended screen modes. But is it enough to hold on to the throne?

Well, we've already covered *DPaintIV-AGA* (hereafter known as *DPaint*) in a previous issue (and it was an official release from Electronic Arts, thanks, although some other magazines just don't seem to believe how fast we are at getting the news on the streets). So it would be pointless to rant on about the amazing features once again. I'm sure that everybody has a copy of one of the older versions of *DPaint* or has at least seen one running, so we will assume a basic knowledge of that software. We will pick out and discuss the important features though, to enable a better comparison with the other software.

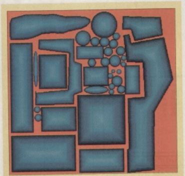
MODE MANIA

The new version lifts restrictions on some machines and, of course, permits the extended AGA palettes and screen modes. As well as supporting the standard 256 colour palette it also includes both HAM modes, which will now work in any screen resolution (thanks to the AGA hardware, not specifically because of EA). The HAM8 mode is particularly useful, as the quality is pseudo 18-bit and about the highest colour resolution you could expect to record using domestic equipment. *DPaint* will also animate in the new HAM mode, although it will do so quite slowly. Nevertheless it is possible, and with an accelerated machine it may not be so cumbersome.

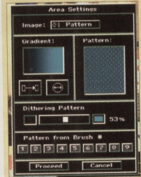
SENSITIVITY

The new version of *DPaint* supports the TriMedia pressure sensitive graphics tablets. There are plenty of tablets available as mouse replacements for the Amiga, which are completely transparent to the actual software they are used in conjunction with – they don't need the active support of the application.

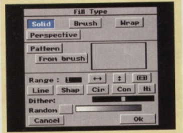
A pressure sensitive tablet is different though, as it measures not only the x and y co-ordinates of the pen, but also how hard you are leaning on it. This data is sent to the application which can then



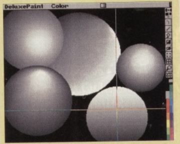
The graduated fills in *Personal Paint* are calculated in several different ways, but there is only really one scaled mode, where the entire range is used to the limits of the fill region. Adequate, but not impressive.


Area Settings
Image:
Pattern
Gradient:
Pattern:
Dithering Pattern
53%
Pattern from Brush #
1
2
3
4
5
6
7
8
9
Proceed
Cancel

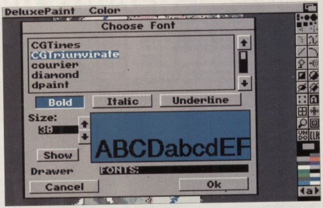
The fill selector is a lot easier to use though, mainly because ranges can be selected more easily from the palette – there is no need to go into a separate menu option.


Fill Type
Solid
Brush
Wrap
Perspective
Pattern
From brush
Range :
Line
Shap
Cir
Con
Hi
Dither:
Random
Cancel
Ok

The old *DPaint* requestor is fairly easy to understand, but you have to remember to select the ranges first, and then come here to look at them. There are no 'pattern dither' options either.


DeluxePaint Color

The range of different fill types in *DPaint* is still impressive – if you can think of it, you can probably do it.


DeluxePaint Color
Choose Font
CGTimes
CGTriumvirate
courier
diamond
dpaint
Bold
Italic
Underline
Size:
30
ABCDabcdEF
Show
Drawer
FONTS:
Cancel
Ok

Early font problems with *DPaint* have now been ironed out. The CG fonts supplied with later versions of Workbench can now be used properly, although you may have to wait an awful long time for their screen representations to appear.

interpret the pressure in any way that it wants. *DPaint* uses this information to calculate a number of things. Firstly it can be used for brush size effects, changing the thickness of lines as you draw them – a useful effect when trying to simulate oil painting.

Also the pressure can be used to alter the translucency function, which essentially acts as another drawing mode. The pressure of the pen alters the percentage translucency of the brush, allowing effects such as water-colours to be simulated very effectively.

APPITEM

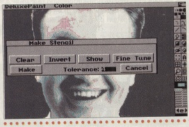
Support for the AppItem and Appmenu features means that an icon will now appear on the workbench screen to show that *DPaint* is running. To load any file into *DPaint*, all that has to be done is to drag the file's icon on top of the *DPaint* icon. You can also switch from Workbench to DPaint by double-clicking on the icon.

This is part of a shift in programming philosophy which doesn't seem to actually enhance the software in any way, but just changes the way it is used. The advantage of AppIcon is that if every program used it, you would be able to see exactly what was running at any one time just by looking at the workbench screen. The obvious disadvantage is that if you have a lot of programs running, workbench will get a little bit cluttered – even worse, if you enjoy the fruits of being able to use the 'Leave Out' option you may end up with two icons on the screen for the same application.

KEYPAD CAPERS

If you own an A600, you will only get to the bit in the *DPaint* manual about perspective before worrying that you have just made a terrible mistake. There is no keypad on the A600.

Unfortunately, *DPaint* makes use of the keypad to alter the axes when using perspective. Fear not though. The new version of *DPaint* has a keypad emulation mode, so you can use the number keys in conjunction with CapsLock to access all the software features.


DeluxePaint Color
Make Stencil
Clear
Invert
Show
Fine Tune
Make
Tolerance:
Cancel

Intelligent stencil control in *DPaint* makes life a lot easier, otherwise HAM mode would be a bit difficult.

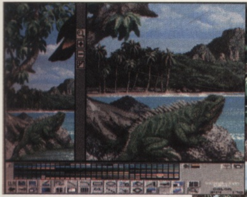
Brilliance

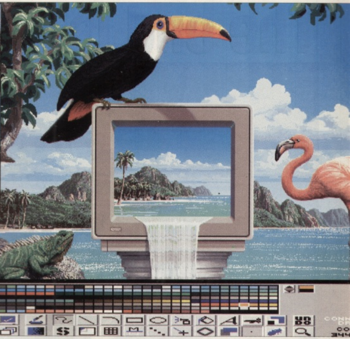
What do you get when a leading Amiga graphics developer decides all of a sudden to release a Paint package? The answer could be *Brilliance*.

Brilliance isn't actually shipping yet, but you can get a good idea of how it will work from the demo artwork and by looking at the *DC Paint* package (developed for DCTV) from which it will no doubt derive much in terms of design experience. DCTV has been very popular around the world as a sort of graphics replacement system for the Amiga, allowing it to work in a pseudo-24 bit mode.

Obviously this experience has been heavily drawn upon, because *Brilliance* will work internally to a 24-bit resolution. This means that any actions performed on the image will be calculated to a 24-bit image depth before being converted to a HAM8 image for display. Theoretically, the extra translation should make quite a bit of difference to the speed of actually painting the image, but there is no evidence yet to suggest that this is the case. It also means that you can import and export 24-bit images very easily, or even originate them totally from within *Brilliance* (though you won't be able to see exactly what you are doing).

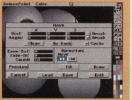
The most immediate difference between *Brilliance* and *DPaint* is the way the menus and tools are arranged. By placing them on a separate screen which is overlaid on the image at the bottom, they are not subject to variations in colour as the palette is modified. How many times have you





The obvious difference with *Brilliance* is that the tools and menus appear on a separate screen, overlaid at the bottom of the image. An impressive range of tools and functions are instantly available without obstructing the picture too much.

ANIMATION



A large percentage of people who use *DPaint* eventually end up creating animations in it. Static images are all very well, but animation is taking art to another dimension.

Early on the process of onion skinning was employed. This allowed the illustrator to look back through the illustrations for the previous frames and better estimate the new positions of objects. This is simulated in *DPaint* and other packages by light tables, which apply a threshold to the previous image and allow a certain brightness to 'shine' through. But that isn't the end to animation tools in software. Perspectives can be mapped and *DPaint* even has a very sophisticated Move function which allows multiple positioning of brushes in concurrent frames.

Brilliance has an easier to understand frame bar, because it is laid out in the manner of a VCR deck. Ease in and out functions can be controlled from specific axes, so all in all the controls are becoming more like a video production facility rather than a traditional animators tool.

peered at a *DPaint* screen and tried to remember exactly whereabouts the Fill tool was? Now you will always be able to work out which colour is which.

Being on a separate screen also means that it can appear and disappear almost at will. Those who have used HAM mode in *DPaint IV* will appreciate just how much of a nice thing this is. This is a much better way to organise the menu, but wouldn't it be nice if someone brought out a paint package where the tool bar was in a separate window, and you could move it around the screen to anywhere you liked?

The morphing function in *Brilliance*, whilst nowhere near as good as those in professional morphing products such as ASDG's *MorphPlus*, is certainly a good bit better than *DPaint's*. Instead of calculating everything on a line basis, the pixels in *Brilliance* will be moved on a positional basis in two dimensions, which will bring an end to those funny little leftover bits.

The interesting thing is that *Brilliance* claims to be extremely memory efficient, which would be belied by the fact that it is operating on a virtual 24-bit buffer. Although we have not tested it, *Brilliance* will apparently work in as little as 512k of memory, depending on screen mode.

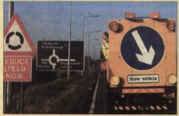
MODES

The AGA chipset incorporated in the A1200 and A4000 machines is capable of supporting more screen modes than the old ECS models of the Amiga.

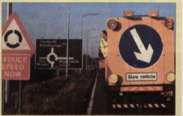
Because of a fundamental change in the way screens are displayed, all of the colour resolutions are available in all of the display modes. This rather makes modes like 'Productivity' rather redundant, unless you are using a monitor which can't display any of the comparable resolution screens.

Super High res gives a horizontal resolution of 1280 pixels (or more with overscan) and can be used on an interlaced or non-interlaced display. The colour resolution now consists of up to eight bitplanes (which is effectively colour modes powers of two from 2-256 colours) with options for the HAM modes. All colours are drawn from a palette of 16.78 million, which gives 256 values for each of the red, green and blue values – there is no point in having a larger palette than this. Constable may have done a lot with his couple of dozen shades of yellowy russet, but he certainly couldn't have done much better with a couple of thousand of them.

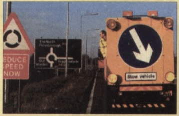
HalfBrite mode is still supported, but it is worth noting that the 64 colour mode is now any 64 colours, not just 32 colours and their counterparts.



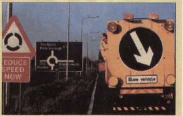
HAM8 mode, the best currently available using an off the peg Amiga.



With only 256 colours, you can still come pretty close to a decent image.



With 64 colours, our very nice picture is beginning to look a little sad. Dithering would help, but not much.

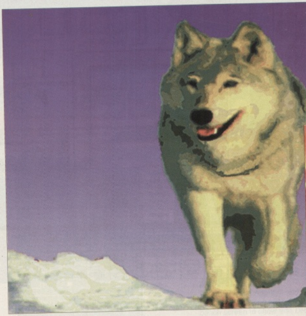


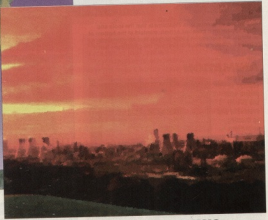
The old Amigas were only capable of displaying high-res images in 32 colours. Pathetic isn't it?

The end is near

WHERE TO GET WHAT

- *DPAINT IV – AGA* is produced by Electronic Arts and should be available virtually everywhere. EA are on 0753 549442 if you want any further information.
- *Personal Paint* was developed by CloanTO, who are distributing it in this country through MicroPace. Phone 0753 551888 for more details
- *Brilliance* is a product of Digital Creations. there is no UK distributor as yet, but DC can be contacted on 0101 916 635 0475.



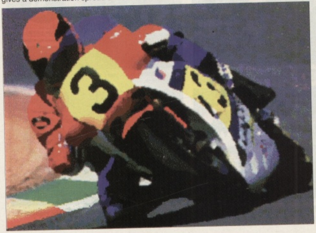


Even without going the full distance to HAM8 mode, you can still create some pretty good artwork. These pictures are in only 256 colours, but with the light behind them, from a distance, you'd be hard pushed to tell the difference. The major advantage of HAM would be the graduated fills, like the sky in the picture of the wolf. But it doesn't look that bad, does it?

Personal Paint gives the impression of being more of a 'touch-up' application than a fully fledged graphics system. The tools, on the most part, fall short in terms of flexibility and the brush processing cannot make up for the lack of modes like smear, and smooth. It is a great companion to a DTP package, but may be somewhat too limited in its function to be a top-notch origination package.

DPaint itself now supports the new screen modes, but that's about as far as it goes. The only real additions are the rub through mode, graphics tablet support and a few cosmetic changes to the requestors. In fact, in some places things are going backward – the range requestor no longer gives a demonstration spread of colour to show you the shades involved. You can still see this in the gradient fill requestor, but it's a bit late by then. *DPaint* may be a better package for artists than *Personal Paint*, but that doesn't mean that EA shouldn't take a long hard look at their competitor.

Brilliance could still be the answer. It is quite unlike *DPaint*, which will both help and hinder it. Having only one menu intrusion onto the screen makes a big difference to the way the image looks as you are producing it. A lot of *Brilliance's* features seem to outperform *DPaint's*, but we'll have to see a release version before we definitely give away the *DPaint* crown.



Now that you can paint in 256 colours or more, does that really mean that a lot of people will? Maybe, but the big difference with AGA is the amount of colours you can squeeze into a super-hi-res image. It's not almost like really being there, but where art and not photorealism is concerned, it's close enough.

THE FINAL ANALYSIS

So, where does all this leave us? Well, firstly I think it leaves us with the impression that what people want (or at least, what the software designers seem to think that people want), is a paint package which is more than just a paint-package. It is only reasonable, in the arena of computer art at least, to say that in many cases it is not the techniques but the results that matter.

A modern day Reubens could painstakingly build up an image, inking each pixel separately and mixing up new colours as he needed them. Someone else could come up with exactly the same final picture, but by making use of all the fill and line-drawing utilities available in whatever paint package they chose to use. The end result would be the same, who cares how they did it. Tools are substitutes for artistic technique, but at the same time allow the development of higher levels of technique. As Einstein said 'If I got this far, it was only by standing on other men's shoulders'.

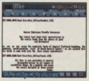
Used properly tools can only ease the burden on the artist and allow him to fully unleash his creative instincts. The more tools you have, the better. But that argument could and does stretch into areas such as animation and image processing. It won't be that long before we see a completely integrated graphics system available which includes animation, image processing, painting and perhaps even rendering. It may not happen on the Amiga, but it does appear to be the machine best suited for such an application.

An AGA paint package is not the end of the road for Art on the Amiga, it is merely another milestone along the way.

mini Office

THE PERFECT ALL-IN PACKAGE FOR YOUR HOME OR BUSINESS

- A professional **WORDPROCESSOR** with powerful graphics capabilities and a 50,000 word spell checker. Ideal for a wide variety of correspondence and official documents.
- A versatile **DATABASE** which is simple to use and powerful enough to deal with anything from basic address book functions to club membership lists and business records.
- A flexible **SPREADSHEET** with more than 50 functions, simplifying the most complex domestic monthly budgets or commercial cash flow forecasts.
- A friendly **DISC MANAGER** to make using your Amiga as painless a task as possible.
- Incredible **GRAPHICS** with more than 18 types of graphs and charts available to brighten up your presentations or make your month by month financial situation as easy to appreciate as possible. You can even make use of eye-catching 3D effects!



Graphics

Database

Disk Utilities

Spreadsheet

YOUR MINI OFFICE SPECIALIST STORES!

South East:

Bits 'n' Bytes, Ipswich, 0473 233678.
Computer Cavern, Marlow, Bucks, 0628 891022.
Erol Computers Ltd, Walthamstow, London, 081 520 7763.
Gallery Software, Wandsworth, London, 081 877 1017.
Hi-Tek, Bexley Heath, Kent, 081 303 4862.
J C Computers, Aldershot, Hants, 0252 22337.
One Step Beyond, Norwich, 0603 768364.
SRS Microsystems, Watford, 0923 226602.
786 Computers Ltd, Plaistow, London, 071 473 0786.

South West:

Antron Computers, Swansea, 0792 64666.
Computerbase Co, Plymouth, 0752 668635.
Gwent Computers, Newport, 0633 841760.
Joysticks, Weston Super Mare, 0934 644527.
Microcare Computing, Newport, 0633 250482.
RJ Computers, Bristol, 0272 566369.
Soft Centre, Newport, 0633 222481.
Taunton Micro Centre, Taunton, 0823 336118.

North West:

Bolton Computer Centre, Bolton, 0204 31058.
Cave Distribution, Barrow-in-Furness, Cumbria, 0229 829109.
Gizmo Computers, Halifax, 0422 355079.
M6 Computers Ltd, St Helens, 0942 719122.
Microsnips, Birkenhead, 051 650 0500.
The Computer Store, Doncaster, 0302 890000.
Tims Megastore, Macclesfield, Cheshire, 0625 434118.
Sapphire Software, Colwyn Bay, Clwyd, 0492 534831.

Midlands:

Bits & Bytes, Leicester, 0533 718191.
Future Computing, Leicester, 0533 513372.
Long Eaton Software, Nottingham, 0602 728555.
Merlin Express Ltd, Ilkeston, Derbyshire, 0602 441442.
System Addict, Nottingham, 0602 677399.
Screen-Scene, Cheltenham, 0242 528979.
Spa Computer Centre, Leamington Spa, 0926 337678.

North East:

CHIPS, Middlesborough, 0642 232096.
Microtyne, Newcastle Upon Tyne, 091 261 4088.
Peak Computer Services, Hartlepool, 0429 233199.
Tomorrows World, Hull, 0482 29583.

£5.

Present this voucher at any of the stores listed on this advert and you will get £5 off the RRP of Mini Office Amiga

Offer Ends: 30th April 1993

europress SOFTWARE

Mini Office works on all Amigas with 1 megabyte RAM, can read Amiga IFF files and for US users, fully supports the NTSC standard.

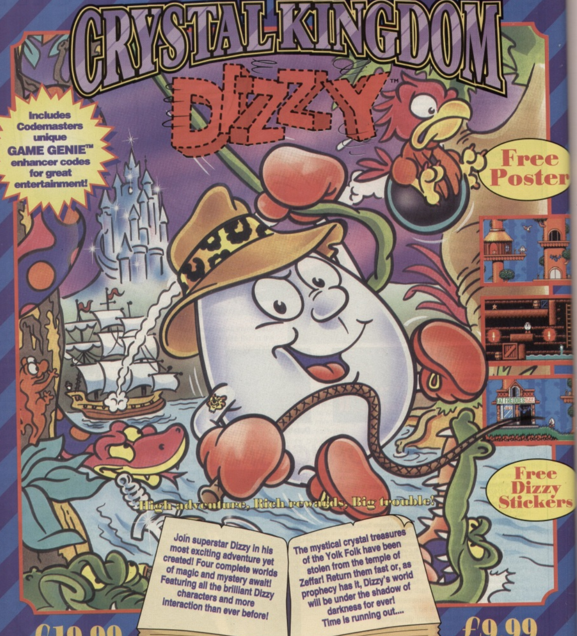
Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP, Tel: 0625 859333

AMIGA • ATARI ST • COMMODORE 64 • SPECTRUM • AMSTRAD CPC

"The biggest hero of them all" Amiga Power

is back in

CRYSTAL KINGDOM DIZZY™


Includes Codemasters unique GAME GENIE™ enhancer codes for great entertainment!
Free Poster
Free Dizzy Stickers
High adventure, Rich rewards, Big trouble!

Join superstar Dizzy in his most exciting adventure yet created! Four complete worlds of magic and mystery await! Featuring all the brilliant Dizzy characters and more interaction than ever before!

The mystical crystal treasures of the Yolk Folk have been stolen from the temple of Zeffar! Return them fast or, as prophecy has it, Dizzy's world will be under the shadow of darkness for ever! Time is running out....

£19.99
• AMIGA •
• ATARI ST •

£9.99
• COMMODORE 64 •
• SPECTRUM •
• AMSTRAD CPC •

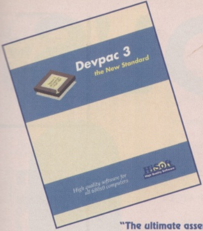
CODEMASTERS

©1992 Codemasters Limited.

Lower Farm House, Stoneytorpe, Southam, Warwickshire CV33 ODL.
Tel: 0926 814132 Fax: 0926 817595.

Calling all Programmers

As a reader of Amiga Computing, you will already own one of our major products for the Amiga - assuming you saved the cover disk from the February issue. Now you can buy the complete manual for HiSoft BASIC 1.05, together with the full disk set (including an extended 1Mb compiler/editor and many examples) for only £19.95 plus P&P - just use the order form on the right. We also have all the official Commodore 3rd Edition ROM Kernel manuals in stock including Libraries, Devices, Hardware and Includes & Autodocs. In addition we have the excellent *Mastering Amiga Assembler* book which is free (honestly!) only when you buy Devpac 3 using the coupon in this ad. See the order form for some other special offers …

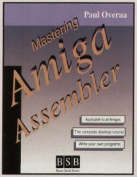


"The ultimate assembler language system"

Amiga Format Gold 4/92

The newest assembly-language development system for the Amiga. Devpac 3.03 is the most powerful and complete package ever released - just look at a selection of its features:

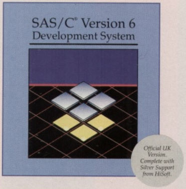
- Full Workbench™ 1.3 and 2.x compatibility
- Multi-window editor with macros, bookmarks and total integration making the package a joy to use for both the beginner and the professional programmer
- Super-fast 68000-68040 assembler and debugger with support for the maths co-processor
- Pre-assembly option makes using the Amiga includes simple and very, very quick
- Assemble to memory, many assembler-control options and optimisations, repeat loops, output of code to executable, linkable or S-Record format, full listing control and much more makes Devpac 3 unbeatable



Free with Devpac 3 - use the coupon ➠

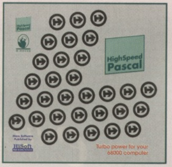
A book that we, and many of our customers, have been waiting for … an introductory book on Amiga assembly language programming that is written with Devpac in mind.

- Covers fundamental assembly language concepts
- How to use the system header files and official Amiga docs
- Low-level Intuition and graphics programming
- CLI/Shell and Workbench programming
- and much more besides in this invaluable book


SAS/C® Version 6
Development System
Official UK Version. Complete with Silver Support from HiSoft.

We are delighted to announce the immediate availability of SAS/C Version 6.1 - the latest release of the premier C compiler for the Amiga. Please write or call if you require any more detail on this superb package; we can only list some highlights in this short space. Also call for upgrade information.

- Complete ANSI compliant compiler, libraries and headers
- Extremely comprehensive on-line help system
- Faster development time including the use of shared libraries
- Improved optimisation with peephole optimiser
- New, 1200-page documentation with Quick Reference Guide



HighSpeed Pascal - the fastest, most compatible and easiest-to-use Pascal compiler for all Amigas (including the A1200 & A4000).

- Fully integrated package; edit, compile, execute, all in one
- Turbo Pascal 5 compatibility allowing easy portability. The package even includes all the Turbo Pascal units from the PC such as the *graph* unit, *dos* unit, *utilities* unit etc.
- Version 1.1 comes complete with Workbench™ 2 units and full support for the maths co-processor

HiSoft
High Quality Software

for more information on any of our products, please call HiSoft on 0525 718181, or fax us on 0525 713716 or write to us at: The Old School, Greenfield, Bedford MK45 5DE UK.

Special Order Form

Use this order form to obtain the latest HiSoft products, normally within 2 working days; you can pay by Mastercard/Access/Visa, Switch/Connect etc. or simply send us a cheque/PO. All offers are subject to availability and prices include P&P (except books, add £2 per order, HiSoft BASIC 1.05, add £2) and VAT within the UK. Send the completed form to HiSoft, The Old School, Greenfield, Bedford MK45 5DE UK.

SAS/C 6 inc Silver Support	£299	☐
Devpac 3 Amiga & free Book	£69.95	☐
Devpac Amiga 2 Complete	£29.95	☐
HighSpeed Pascal 1.10	£99.95	☐
HiSoft BASIC 1.05 Complete	£19.95	☐
Mastering Amiga Assembler	£24.95	☐
ProFlight Tornado flight sim	£19.95	☐
ROM Kernel Manuals 3rd Edition		
Includes & Autodocs	£34.95	☐
Libraries	£34.95	☐
Devices	£24.95	☐
Hardware	£25.95	☐
K-Spread 2 & K-Data Pack	£49.95	☐
The AmigaDOS Book	£19.95	☐

Name:

Address:

Please rush me the software/books that I have selected

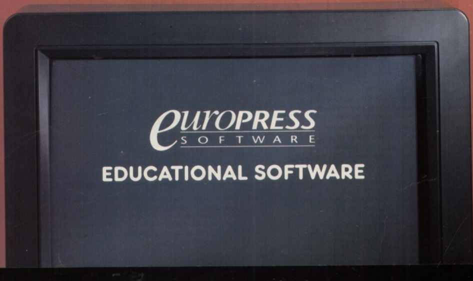
☐ Cheque/Postal Order ☐ Credit card ☐ Debit card (HiSoft)

Card No

Expiry Date

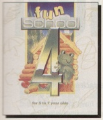
Signature

SCHOOL'S IN

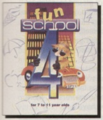

europress
SOFTWARE
EDUCATIONAL SOFTWARE

fun school 4
for the under 5s

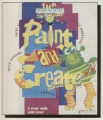
FUN SCHOOL 4
For the under 5's.


fun school 4
for 5 to 7 year olds

FUN SCHOOL 4
For 5 to 7 year olds.


fun school 4
for 7 to 11 year olds

FUN SCHOOL 4
For 7 to 11 year olds.


fun school specials
Paint and Create
5 year olds and over

FUN SCHOOL SPECIALS
Paint and Create.
5 year olds and over.

fun school specials
Merlin's Maths
for 7 to 11 year olds

FUN SCHOOL SPECIALS
Merlin's Maths.
For 7 to 11 year olds.

Parents of the world, rejoice.

Your child might soon by dashing home from school to reach not for the latest megakiller computer game, but for their homework.

It's no dream, thanks to Europress educational software.

We heard how worried you were to read what so many people are saying about falling standards in schools. And we saw just how much children loved computer games at home.

So we sat down and created the best of all possible worlds: an action-packed range of educational software that's so compelling, homework will give even Ninja Turtles a run for their money.

Naturally, every title in the range follows the guidelines of the National Curriculum to the letter, but engages the imagination of your child to the full.

Our Fun School range covers stacks of general topics, while the Fun School Special packs focus on subjects such as Maths and Spelling.

For GCSE children, our ADI range is every bit as entertaining but has a more academic approach.

ADI covers English, Maths and Le Français and helps children sail through their exams with the greatest of ease. And now ADI Junior gives tots as young as four the start they need to make reading and counting as easy as 1, 2, 3.

Europress. We've started a new trend in education. To learn more, and about formats available, please contact us at the address below.

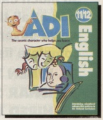
europress
SOFTWARE

CREATIVE EDUCATION

Europress Software, Europa House, Adington Park, Macclesfield, SK10 4NP.
TEL: Technical/Admin: 0625 859333. FAX: 0625 879962.

fun school specials
Spelling FAIR
for 7 to 13 year olds

FUN SCHOOL SPECIALS
Spelling Fair.
For 7 to 13 year olds.


11/12
ADI
English

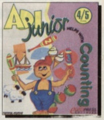
ADI ENGLISH
For 11 to 15 year olds.

11/12
ADI
French
GCSE

ADI FRENCH
For 11 to 15 year olds.

12/13
ADI
Maths

ADI MATHS
For 11 to 15 year olds.


4/5
ADI Junior
Counting

ADI JUNIOR COUNTING
For 4 to 7 year olds.

SCREEN SCENE

The most definitive games review column of any Amiga magazine.

So much can happen in a month, just look at all the amazing Amiga games we've covered this issue. Here's the complete list of those that made it.

34 WHEN TWO WORLDS WAR
35 ISHAR 2
35 HIRED GUNS
36 BENEATH A STEEL SKY
40 LITIL DIVIL
43 BATTLETOADS
44 GOAL
47 D-DAY
48 WALKER
52 A-TRAIN
55 TRANSARCTICA
56 RAGNAROK
56 CARNAGE
56 INTERNATONAL TENNIS
58 LEMMINGS 2
64 BARD'S TALE CONSTRUCTION KIT
66 TROLLS
66 SIM CITY DELUXE
66 CRYSTAL KINGDOM DIZZY
68 SLEEPWALKER
72 SMALL TIPS
74 PLAY TO WIN: STREETFIGHTER 2
80 PLAY TO WIN: INDIANA JONES
85 TROLL'S HEAD

SUPER STAR

93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality.

SCREENSTAR

fIRST

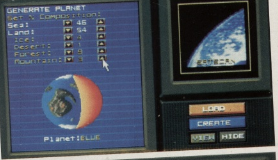
WHEN TWO WORLDS WAR

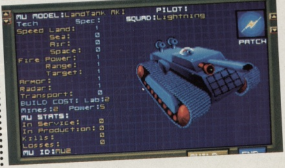
IMPRESSIONS

Continuing their never ending series of strategic titles, Impressions will soon be unleashing *When Two Worlds War* onto our screens, and as you can see from the screenshots, it looks like it's going to be something special. The year is 2121, and, as the title suggests, war has broken out between two planets, yours and a hostile neighbouring one. You have to take charge of the planet's resources and emerge victorious, or be a slave to a lumpy blob with waving tentacles for the rest of your life.

Impressions have spent a lot of time working on the user interface and they reckon it's their best yet. The combat takes place in three zones – your planet, the hostile planet and the space in between, which is a lot of ground to watch for just one person. So, you can choose between making all the individual commands yourself, or you can work as a General, giving orders to the computer which then works out all the fiddly bits.

On the PC version, Impressions are working on voice control for the game. Let's hope they try to do the same with the Amiga version. More news when we have it.


GENERATE PLANET
Set % Composition:
Sea: 46
Land: 54
Ice: 4
Desert: 1
Forest: 9
Mountain: 3
Planet: BLUE


MU MODEL: LandTank MK I
PILOT:
SQUAD: Lightning
Tech Spec:
Speed Land: 1
Sea: 0
Air: 0
Space: 0
Fire Power: 1
Range: 1
Target: 1
Armor: 1
Radar: 1
Transport: 0
BUILD COST: Lab: 2
Mines: 2 Power: 5
MU STATS:
In Service: 0
In Production: 0
Kills: 0
Losses: 0
MU ID: MU2

IMPRESSIONS

ISHAR 2

SILMARILS

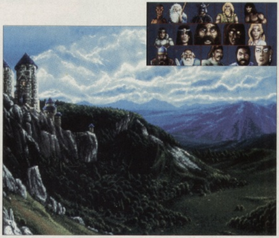
Ishar was a brilliant game, and no mistaking. Gorgeous graphics, a superb plot and some extremely intricate game mechanics made it one of the best around. Now Silmarils have made numerous improvements and changes and come up with *Ishar 2*. I can't wait.

Krogh has been defeated along with his Citadel of Evil, and Ishar is back to being a peaceful, tranquil and prosperous land. But there is more bad news on the horizon. The archipelago of islands that surrounds Ishar is being taken over by a madman and his servants, who are supplying a mind-control drug to the inhabitants of the island. Your aim is to stop him before he takes Ishar, and free the lands he has already claimed.

One of the first major changes between this and the original is the existence of the other islands. Instead of the one landscape, you can now travel between seven islands, covering all sorts of terrain from forest and grassland to castles, dungeons and mountains. The mountain landscapes have been cleverly coded to give a true indication of altitude, taking Ishar through a new dimension.

Everything about *Ishar 2* has been created to be bigger and better than ever before. The playing area itself is three times larger than the original, and includes over 120,000 different locations as opposed to *Ishar's* 40,000. As you can view a location from four different angles, this means that the game has a staggering 480,000 different views!

The towns have been improved too, being made both larger and more varied. In *Ishar* towns were full of identical buildings and each town had a shop and a tavern. In *Ishar 2* there are more trading opportunities, banks and various other new options will be available to your party.



In terms of your party, there have been all sorts of improvements. Magic users will be pleased to hear that there are now more than 40 different new magic potions to create, so magic will play a far bigger part in this episode than the last. When putting your party together, you'll find over 30 new characters to recruit, unless of course you want to play with your party from the original game, in which case you can just load them in.

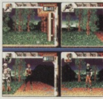
Where there are friends, however, there has to be enemies, and *Ishar 2* will feature over 70 new enemies for you to pit your wits against. Things are going to be tough.

The controls are also being totally overhauled. Fewer icons and menus are being used, and far more work is being done using a point-and-click method. You will be given direct access to game management screens, and inventories without all that pointless messing about with menus and subscreens. All this has been done to make *Ishar 2* easier to play – the less time you have to spend worrying about which icon to hit, the better, especially in the heat of battle. It sounds like it could even take the crown away from *Eye iof the Beholder 2*.

Ishar 2, at present, looks like it's going to take a whole lot of people by surprise. If you thought that *Ishar* couldn't be beaten, then watch out for this one!

HIRED GUNS

PSYGNOSIS



The next star to emerge from the Psygnosis/DMA Design stable looks like being this huge adventure. The scenario places four mercenaries, the Hired Guns of the title, on a hostage rescue mission on a little backwater planet that goes by the name of Graveyard. Set in 2707, when all money transactions are credit based and monitored by a central control, life as an outlaw is impossible.

Well, that's true for most, but not for Rorian Deevergh. This super mercenary has gathered a group of friends together to carry out illicit missions for shadowy patrons who can pay him in precious metals. Four of Rorian's group are assigned this rescue mission with a difference. The difference being that the hostages are terrorists who are being held by a rival group. The authorities have washed their hands of the matter, so there's no red tape to go through and no consequences for the mercenaries' actions.

Unfortunately, things aren't as simple as they first appear as there is something sinister going on at Graveyard, and an incident from the past is about to make itself felt with a vengeance. Seems like everything's set for a great blast 'em up.

Viewed from the first person perspective, similar to most adventures like *Eye of the Beholder 2*, the screen is split up into four windows. Each one represents a mercenary's view and each can be independently controlled. So, you can either choose to play yourself or ask up to three friends to join in at the same time. The game will feature an auto-mapping option, masses of high-tech equipment and oodles of aliens to blast and puzzles to solve – who could ask for more?

The full game will allow you to choose from 12 characters and edit their faces to look like whoever you want – even yourself. With over 1,735,120m^3 of playing area, 21 different enemies and 1.2Mb of sound effects it's going to take quite some time to finish this one.

The demo we took a look at moved at a cracking pace, faster than any other 3D adventure/RPG we've ever seen, so things are shaping up fine. We'll bring you a full review soon.

BENEATH THE STEEL SKY

There's gonna be a Revolution, and Dan Slingsby will be first up against the wall when it comes. In the meantime, here's his sneak preview of Revolution Software's follow up to Lure of the Temptress.

After the success of *Lure of the Temptress* last year, Hull-based Revolution Software are aiming to top the charts once again with their follow up game, *Beneath The Steel Sky.* Taking on the likes of Lucasfilm and Sierra in the graphic adventure stakes ain't going to be easy, but Revolution are confident that their revamped Virtual Theatre system is more than up to the task. What's more, for added suss, they've also signed up the artistic talents of comic book veteran, Dave Gibbons, artist and co-writer of the Watchmen graphic novel and countless other comics.

Set in the far future, *Beneath The Steel Sky* has a distinct Blade Runner feel to it, reflected in the towering metropolis where most of the action takes place. Imagine the Judge Dredd towerblocks of Mega City One and you'll have a good idea of what the place looks like. The world is governed by five huge multi-national corporations, each of whom have their own private armies and planet-wide mining operations. Much of the world has been reduced to a polluted wasteland, with special ecology support units needed to protect the megacities from the ravages of the heavily polluted atmosphere. Few people survive in the wastelands, but those that do have banded together, forming small pockets of resistance to the new world order.

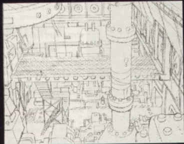
REBEL, REBEL

Our hapless hero, Foster, lives in one of these rebel communities until, one night, its citizens are annihilated by a search-and-destroy unit from the nearby city. Swearing revenge, Foster is taken prisoner and transported back to the metropolis for interrogation, but manages to escape when the transport plane crashes on one of the city's skyborne walkways. Foster quickly discovers that the city is run by a huge supercomputer known as LINC which determines the status of each citizen and what they can and cannot do. The dregs of society are forced to live at the top of the city blocks where the air is most polluted, while those who are going 'up' in the world can move 'down' to the more luxurious lower levels. It is here that the game begins with Foster being pursued by the city's police.

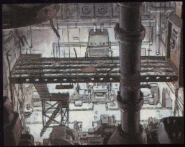
The game's background graphics went through several stages of production before they reached the computer screen. Dave Gibbons was drafted in to produce the initial sketches for the game's 90-odd locations and would fax over a set of roughs. These would then be evaluated to see if they were technically feasible or not and, once agreement had been reached, Dave would provide the final sketch. Once a design had been approved, it was then passed on to Les Pace, a professional animator who worked on Roger Rabbit, who would hand-paint each scene. These were then scanned in on an Apple Macintosh to produce a 24-bit

GENESIS OF A PICTURE

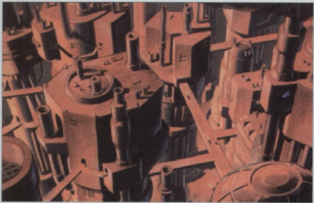
Transforming a rough sketch into a finished 16-colour screen is a lengthy process. Here's how it was done.



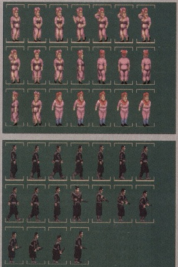
After a lengthy briefing, Dave Gibbons provides an initial sketch which he then faxes to Revolution's office for approval.



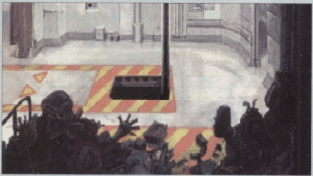
The sketch is then turned into a hand-painted picture byLes Pace, but it's felt that it's not good enough and is rejected.



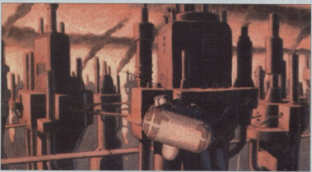
Judge Dredd-style cityblocks litter the landscape. Up here in the polluted atmosphere, the dregs of society try and carve out a living. This is where the game will begin and Foster, our hapless hero, has to find some way of gaining entry into the lower levels and, eventually, the mysterious underworld.



Here's a selection of sprite screens taken from the game. Note the Hilda Ogden lookalike. Get stuck in a room with her and she'll think it's her lucky day and change into something more sexy. Urrggh! I think I'm gonna be sick.



Your personal droid comes on a portable memory chip. If you want to spring him into action, merely plug him in to one of the 'droid bodies here, and he'll be free to roam about and carry out a variety of different tasks. Note the attention to detail here, a characteristic of the entire game, with lots of spot animations used to bring the whole scene to life.

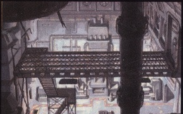


If this shot taken from the game's intro sequence doesn't remind you of Blade Runner then I don't know what will! It's all very impressive and atmospheric and this is reinforced by the animated smoke billowing from the chimneys and the air ship cruising by.

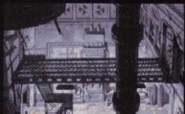
image and subsequently converted across to the Amiga. Obviously, each image suffered a severe loss of detail during the conversion process because of the Amiga's limited palette and resolution, so in-house artist, Adam Tween, would then have to spend several days 'touching up' a screen. It wasn't merely a question of tightening up the detail and correcting any pixel distortion that might have occurred, though, as a large number of on-screen animations were also added at this stage to bring the whole thing to life. These could include smoke pouring out of chimnies, light flickering across a VDU screen, or a searchlight illuminating the sky. It's these touches that really help bring each screen to life and bode well for the completed game.

VIRTUALLY THERE

The Virtual Theatre engine used to drive the first game has been significantly improved for its second outing. As Revolution's MD, Charles Cecil, explains: 'The game develops in a more subtle manner to *Lure of the Temptress.* Characters not only react to global changes but also develop on



Another version of the picture is produced, and this time it gets the thumbs up from the Revolution bosses.



The picture is then scanned in and converted across to the Amiga. Here it is in all its 16-colour glory.

The Revolution team pose for the camera in their Hull home. All for one and one for all, eh lads?

STANHOUSE ENTERTAINMENT

" A HOME FOR ALL YOUR AMIGA NEEDS"

THE PRICE YOU SEE, IS THE PRICE YOU PAY

TEL (0244) 382435)

GRAPHICS /VIDEO

ART DEPT PRO	131.99
BIG ALT SCROLLER	34.99
D PAINT 4	60.00
DIRECTOR V2	61.99
GVP CINEMORPH	72.99
IMAGINE V2+	171.99
MORPH PLUS	145.00
PRO DRAW V3	80.00
PRO VISTA V2+	67.99
SCALA 500	73.99
TAKE 2	34.99

FLOPPY DRIVES

POWER DUAL DRIVE	250.00
PC88OB	65.00
PC88OB & CYCLONE	87.00
PC88OE	50.00
ROCLITE	67.00

WE BUY & SELL YOUR SECOND HAND AMIGA RING FOR PRICES

HARD DRIVES

A600 INT IBM 40MB	250.00
A600 INT IBM 80MB	320.00
A500 GVP HD8+	
80MB	399.99
120MB	469.99
240MB	637.99
INT GVP HC8+	
80MB	326.00
120MB	388.99
240MB	600.00

DIGITISERS AND SCANNERS

COMPLETE COL SOLUTION	131.99
DIGIVIEW MEDIA STATION	119.99
POWER SCAN V3 (B&W)	103.99
POWER SCAN V3 (COL)	194.00
ROCGEN GENLOCK	88.99
ROCGEN PLUS	134.99
VIDI AMIGA 12	86.99

COMMODORE COMPUTERS

A600 WILD, WEIRD &WICKED	330.00
A600HD EPIC PACK	459.99
A1200 (STANDALONE)	377.99
A2000	999.99
A3000	1310.00
A4000	2150.00

W/PROCESSING & DTP

FINAL COPY 2	67.50
PEN PAL	34.99
PAGESETTER 2	42.99
PRO PAGE V3.X	117.99
PAGESTREAM 2.X	139.99
QUICK WRITE	36.99
SCRIBBLE PLAT	33.99
WORDWORTH V2	81.99

ACCOUNTS

ARENA ACCOUNTS	73.00
CASHBOOK COMBO	53.99
HOME ACCOUNTS 2	37.99
SYSTEM 3E	53.99

DATABASES

PRODATA	72.99
SUPERBASE PERS 2	30.00
SUPERBASE PRO	4149.99

MUSIC

AMAS 2	68.99
BOOM BOX	29.99
BARS & PIPES PRO	195.00
COPYIST APPRENTICE	72.99
CLARITY 16	104.99
DEL MUSIC CON KIT	48.00
GVP DIGI SOUND ST	48.00
KCS LEVEL II 3.5	199.99
RAVE SAMPLER	49.99
SUPERJAM	72.00
X-OR V1.1	153.00

WIN! WIN! WIN! WIN!

THE FOLLOWING TELEPHONE GAMES HAVE NO DRAWS AND NO TIE BREAKERS - THE HIGHEST SCORE WINS..... EVERY WEEK

A SUPER NINTENDO + NINTENDO SCOPE + STREET FIGHTER 2
0891 88 77 34

A SEGA MEGADRIVE + SONIC 2 + MENACER
0891 88 77 35

THE TOP 5 GAMES AMIGA/SEGA/NINTENDO
0891 88 77 36

CABLECOM PRODUCTIONS 35 HAYS MEWS LONDON W1X 7RQ
Calls cost 36p / min cheap rate, 48p / min at all other times.
If you are not responsible for the bill check with the person who is first
Full rules available with SAE to above address.

ALL PRICES NOW INCLUDE POSTAGE & VAT

TO ORDER:
SEND CHEQUES / PO
MADE PAYABLE TO
"STANHOUSE ENTERTAINMENT"
DEPT CUA
2 UPTON DRIVE
UPTON
CHESTER
CH2 1BU

ORDERS OVER 50.00 WILL RECEIVE A MOUSE MAT FREE!!

ALL ORDERS OVER 100.00 WILL ALSO RECEIVE A DUST COVER FREE!! PLEASE STATE YOUR COMPUTER ON YOUR ORDER

NEW NEW NEW NEW STANHOUSE ENTERTAINMENT DISK BASED CATALOGUE INCLUDES PRICES, PICTURES & REVIEWS ON ALMOST ALL AMIGA S/WARE & H/WARE. THE MOST INFORMATIVE CATALOGUE AVAILABLE SEND 1.50 TO COVER COSTS THIS CATALOGUE WILL BE SENT FREE WITH ALL ORDERS.

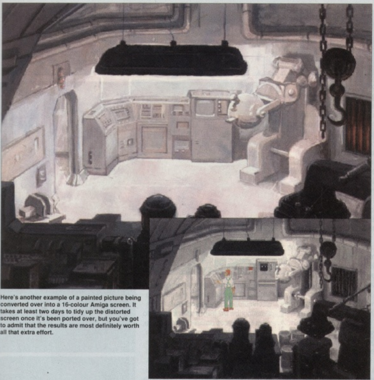
PROGRAMMING

AREXX	28.99
BASIC	40.99
DEVPAC 3	46.99
LATTICE CV6	199.00

MasterCard

Access

A 5% SURCHARGE WILL BE ADDED TO ALL CREDIT CARD ORDERS

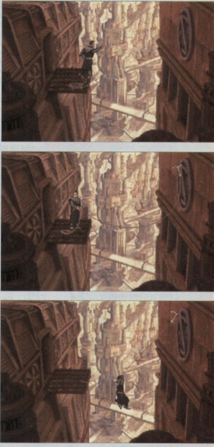


Here's another example of a painted picture being converted over into a 16-colour Amiga screen. It takes at least two days to tidy up the distorted screen once it's been ported over, but you've got to admit that the results are most definitely worth all that extra effort.

PAINTING BY NUMBERS

As good an artist as he is, Dave Gibbons is relatively inexperienced when it comes to designing a computer game, so Revolution provided him with an exhaustive list of dos and don'ts to keep things practical. Here's just a selection:

- Where there is no sprite scaling, limit the Y axis movement. This is to avoid the illusion that the sprite is getting bigger and smaller caused by the relative size of objects around him.
- Avoid having exits on the Y axis. This is to avoid characters just appearing when they enter a screen. If necessary build an alcove so that they can appear from a Y axis exit having turned into the X axis.
- Avoid the 'box-within-a-box' screen layout. Make it interesting. Where appropriate add darkened foreground objects to add atmosphere.
- The autorouting system requires areas in which people pass to be at least two characters wide. Avoid narrow gaps where people are going to meet.
- Ensure continuity. The external view of a building must be reflected by the shape of the rooms inside the building.



Up, up and away. Our adventuring hero swings across a chasm with the aid of a handy grappling hook. Don't look down, as it's a good few miles until you reach the pavement. Fall off now and there really wouldn't be very much of you left when they came to scrape you away. Although this is only a tiny sequence from the game, getting the perspective right here was a major headache and it had to have major revisions before it got past Revolution's quality control.

a personal basis. For instance, if you were to insult or offend a particular character, they might relate the incident to a friend who would then also take a dislike to your character, and so on. We've tried to make the game as non-linear as possible, so that virtually anything is possible within certain loose paramaters. The story develops depending on the way the player interacts with the other characters in the game.'

The puzzles of *Steel Sky* have also been tightened up and made much more of a challenge than in the first game. Elaborate 'puzzle trees' have been constructed which take account of virtually any action a player may make in the game. Charting out these possible routes and then reacting to them is one way in which the Virtual Theatre system proves its worth, It makes it possible for the game's designers to include multiple storylines which will eventually converge on each other to produce a fixed conclusion. Another obvious change to the first game is the improved interface. A pull-down inventory screen has been placed at the top of the screen and the multiple Q&A exchanges appear in a tinted box and are far less intrusive than before.

LARD ARSE

It's good to see that despite the game's hard-nosed sci-fi appeal, the Revolution team are still intent on injecting the proceedings with a goodly amount of humour. In one scene, a futuristic Hilda Ogden-type character attempts to seduce Foster. This involves the fat lump of lard slipping into an all-revealing negligée and trying her best to bed our hero, with comic results. Like the first game, Foster can also rely on the help of a friend. Instead of Ratpouch, Foster has his own 'electronic friend who's fun to be with', a reprogrammed scout droid which can be sent to carry out particular missions within the game and generally give assistance and vital info. The 'droid is also a specialist in flippant one-liners, and can be a bit on the unpredictable side at times.

Although the game has been in production for almost a year, there's still a lot of work that needs to be done. Most of the background animations are nearing completion and the majority of the game's sprites have been designed, but it's all got to be stitched together yet by Tony Warren, the Amiga version's programmer, and he's anticipating many sleepless nights in the months to come. There's talk of an A1200 version in the future, and even a CDTV release, but for now the team are concentrating on completing the game as it stands. It's envisaged that the game will come on at least eight disks, understandable when you consider that the first five screens contain no less than 150 separate animations. The team are quietly confident that they've got a Monkey Island 2 beater here, and from what I've seen so far, I'd tend to agree. We'll have a further report soon.

BEHIND THE SCENES

- *Title*: **BENEATH THE STEEL SKY**
- *Publisher*: **Virgin**
- *Graphics*: **Adam Tween, Steve Oades**
- *Programming*: **Tony Warren**
- *Release Date*: **Late Summer**
- *Price*: **TBA**

BEHIND THE SCENES

LITIL DIVIL

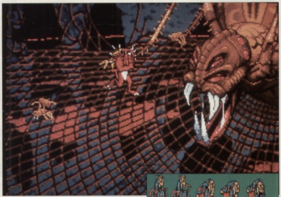
'Go to hell,' we all told Dan one day, so he did. Our intrepid reporter travelled to the steely depths of Sheffield to take a look at Gremlin's latest arcade extravaganza.

Let's face it, the *Dragon's Lair/Space Ace*-type games have about as much playability as a lump of toxic waste. Once you've drooled over the superb graphics and fluid animations, you begin to notice that there's not much of a game behind the gloss – and that's what really counts. You could be forgiven for thinking the same thing about Gremlin's *Litil Divil*, a game that's been in development for more than three YEARS (!!) and which is only now nearing completion. You've only got to take a look at the gorgeous screenshots we've included on this page to get an idea about what I mean. They're some of the best I've seen in a computer game, but that counts for diddly squat if the game plays like a brick.

Fortunately, it looks like Gremlin might just match the sensational looking graphics with some top notch gameplay. In the game, you control the eponymous hero, Litil Divil, who's a sort of cross between the Tasmanian Devil, a bucket of pink paint and one almighty hangover. He's on a quest (of course), to rediscover his former self after he was transformed into his new pug-ugliness by drinking from a magical pool of water. Doomed to roam the Lost City of the Underworld for all eternity, his only chance of escape is to travel through the realm and discover the Fountain of Normality.

KNOCK ON THE DOORS

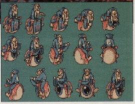
Set over five levels, each distinctive stage is made up of between eight and ten puzzle rooms connected by a maze of tunnels and corridors. Mapping skills will come in handy here, although a radar in the top left corner of the screen will give some indication of where you're going. The 3D perspective from immediately behind Litil Divil works well and the endless tunnels also throw up lots of water filled pits, spear throwers and wind traps amongst other such obstacles. Once you've found a doorway, all it takes is a hefty kick to gain entry to the room and then it's straight into an arcade-type puzzle. These take on many guises and either rely on brain or brawn or a combination of the two to help solve them. This is something a great deal of thought has been applied to, as the variety of tricks and traps is highly impressive. For every one idea that's made it into the game more than five have been rejected along the way!

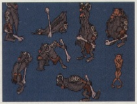


Some rooms merely require simple shoot 'em up skills whilst others are more complex affairs and involve straining the old grey matter in order to work out what to do next. For instance, one room is full of huge spiders which have to be dodged while you let off a volly of shots against a huge serpent straddling the corner of the room. Another, more difficult, room involves timing your jumps across a huge slime-filled pit as large boulders bob up and down in the gooey mess and huge sea serpents try and knock you off each rock. A still harder room involves mixing the correct number of magical potions in a huge cauldron – get the recipe wrong and a variety of painful effects will rack your body. Some puzzles, though, are incredibly surreal and obviously the result of imbibing some kind of illegal substance. One such room has you bouncing up and down on three huge goldfish as you try and match the magical notes of a beautiful young nymphette.

ANIMATED ANTICS

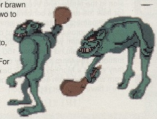
The game is also crammed with comic animations which occur at key points during the game, either triggered by your on-screen actions or, indeed, the lack of them. For instance, once you perform a certain action within a room your on-screen persona will then carry out a pre-determined animation routine. It's not advisable to waste too much time solving puzzles, though, as





Litil Divil is pursued throughout the game by a hideously deformed character known as the Entity. Take too long and you'll be dragged off for a spot of correctional torture where various instruments will be used to put a premature end to your adventuring.

The finishing touches to the game are currently being implemented by Gremlin's Dublin offices whose track record includes *Plan Nine From Outer Space* as well as the Humanosaurs animated sequence at the start of the Bad Influence! TV show. Amazingly, they are the third development team to work on the game. The original idea and graphics were the work of Jerr O'Carroll and Ged Kedeney who left Gremlin to go and develop *Heimdall* and *Premiere* for Core. Another team then took over the project, only to leave a couple of months later. Finally, the project was handed over to Gremlin's new Dublin offices. Most of the game has been developed on the PC



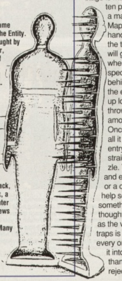
BEHIND THE SCENES

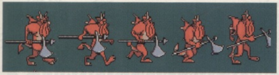
- *Title*: Litil Divil
- *Publisher*: Gremlin
- *Amiga Programming*: Jason Dowling
- *PC Programming*: John McLaughlin; Dennis Gleeson; Dominic Reagan
- *Graphics*: Nicola Sedgwick; Philip Plunkett; Aidan Walsh; John Moore
- *Music and FX*: Pat Phelan
- *Release Date*: April/May 1993

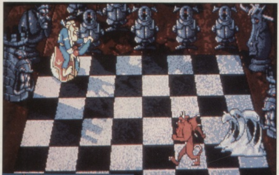
BEHIND THE SCENES

ON THE RACK

Divil spends the game being pursued by the Entity. Once he's been caught by the Entity character, Divil is whisked off to the torture chamber where all manner of evil contraptions are waiting. Most of these have yet to be implemented but will almost certainly include such old favourites [*if you happen to be a psychotic Editor that is – Dep Ed.*] as the stretching rack, the chopping block, a spot of Chinese water torture, thumb screws and the spiked mummy's coffin. Many have already been designed, as you can see from this original sketch.





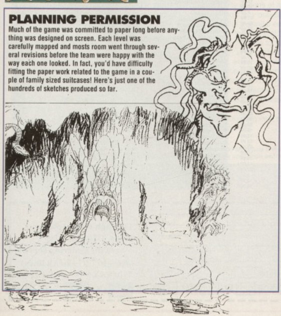


although a good third has been programmed on the Amiga, as the two separate teams hope to meet halfway thus cutting down on the workload considerably. It's envisioned that the game will take up between 5-7 disks and support a second disk drive as well as being hard disk installable. The Amiga's 32-colour palette has been used well and there are going to be lots of sampled speech and effects to give the game even more appeal.

As well as supporting A500/A600 machines, Gremlin are also working on a special CDTV version which will include much more animation and, hopefully, more puzzles. We'll have a full review soon.

PLANNING PERMISSION

Much of the game was committed to paper long before anything was designed on screen. Each level was carefully mapped and mosts room went through several revisions before the team were happy with the way each one looked. In fact, you'd have difficulty fitting the paper work related to the game in a couple of family sized suitcases! Here's just one of the hundreds of sketches produced so far.



B17 Flying Fortress

"I'll never forget my first time.
I was eighteen years old and still
wet behind the ears.
She guided me gently through all those
fraught, nervous days. Proud, haughty
and oblivious to all danger."

B-17. It's a flying experience
you'll never forget.

B-17 FLYING FORTRESS
Released first on IBM PC
Compatibles, followed by
Commodore Amiga
and Atari ST.
MicroProse Ltd. Unit 1
Hampton Road Industrial
Estate, Tetbury, Glos. GL8
8LD. UK. Tel 0666 504 326.

MICROPROSE
SIMULATION • SOFTWARE

SOFTWARE SUPREME

139 High Road,
Loughton,
Essex
IG10 4LT
Tel: 081 365 0344 (All lines)
Fax: 081 365 1650

OPEN
6 DAYS
10 - 6

24 HOUR ORDERING SERVICE ● PHONE FOR FREE CATALOGUE ●

OUR PRICES ARE SUBJECT TO CHANGE , PLEASE CONFIRM AT TIME OF ORDERING.

3D Construction Kit 2	35.49
4D Sports Driving	11.49
4D Sports Boxing	11.49
ADI English (11-12 12-13)	16.99
ADI English (13-14 14-15)	16.99
ADI French (11-12 12-13)	16.99
ADI French (13-14 14-15)	16.99
ADI Maths (11-12 12-13)	16.99
ADI Maths (13-14 14-15)	16.99
Alien Breed Special Edition	10.99
A Train	25.99
Action 5	17.99
Addams Family	16.49
Air Combat Aces	18.99
Air Support	16.49
Air Warrior	23.49
Alcatraz	16.49
Alpha Waves	16.99
Another World	16.99
Alien 3	19.49
Animation Studio	55.99
Air Bucks	16.49
Aquatic Games	16.99
Aquaventurer	16.49
Armour Geddon	14.99
Armour Geddon 2	19.49
Apidya	16.49
Arsenal FC	16.99
Ashes of Empire	17.49
Assasin	16.99
Asterix	16.49
Archer Macleans Pool	16.99
A.T.A.C.	23.49
AV 8B Harrier Assault	24.49
A320 Airbus	26.49
B17 Flying Fortress	21.99
Back to the Future 3	11.49
Bane of the Cosmic Forge	23.49
Barbarian 2	14.49
B.A.T. 2	22.49
Battle Chess 2	16.99
Battle Command	13.99
Battle Isle	18.99
Battle Isle Data Disc	13.49
Better Maths	15.99
Better Spelling	15.99
Big Run	16.49
Bills Tomato Game	20.99
Birds of Prey	23.49
Black Crypt	16.49
Blue Max	18.49
Blues Bros.	15.99
Bonanza Bros.	16.49
Battle Toads	16.49
Cadaver	15.99
California Games 2	16.49
Campaigne	23.49
Captive	15.99
Carl Lewis Challenge	15.99
Castles	16.49
Castle of Dr.Brain	17.49
Catch 'Em	16.49
Centurion	16.49
Championship Manager	16.49
Chaos Engine	17.99
Chuck Rock	9.99
Cisco Heat	6.99
Celtic Legends	18.49
Convert Action	23.49
Crazy Cars 3	16.49
Cruise for a Corpse	17.49
Crystal Kingdom Dizzy	14.99
Cool Croc Twins	16.99
Contraption	15.99
Cool World	16.99
Curse of the Enchantia	23.49
Civilization	23.49
Creatures 2	16.49
Daily Double Horse Racing	8.99
Dark Queen of Krynn	22.49
Das Boot	10.99
Daughters of Serpents	18.99
Devious Designs	11.99
D Generation	11.99
Demonsgate	22.49
Deluxe Paint 4	58.49
Double Dragon 3	16.49
Double Hit 1	8.99
Double Hit 2	8.99
Double Hit 3	8.99
Dread Noughts	23.99
Dune	19.99
Dungeon Master/Chaos Strikes Back	19.49
Dyna Blaster	19.49
Elf	16.49
Elite 2	23.99
Elvira Mistress of the Dark	21.99
Elvira 2 - Cerberus	22.49
Elvira the Arcade	16.99
Epic	19.49
European Championship '92	16.99
European Football Champ	16.99
Eye of the Beholder	19.49
Eye of the Beholder 2	22.49
Espania Games 92	19.99
Falcon	10.99
Fantastic Worlds	24.99
F14 Tom Cat	18.99
F15 Strike Eagle 2	22.49
F17 Stealth Fighter	21.49
F19 Stealth Fighter	19.49
F29 Retaliator	15.99
Falcon 3	23.99
Fantastic Voyage	16.99
Final Fight	16.49
Fire & Ice	15.99
Fire Force	16.99
First Samurai	16.49
Flight of the Intruder	10.99
Floor 13	19.99
Football Crazy	14.99
Fuzzball	13.99
Formula 1 Grand Prix	22.99
Fascination	18.99
Fort Apache	15.49
Fun School 3 (under 5)	16.99
Fun School 3 (5-7)	16.99
Fun School 3 (7+)	16.99
Fun School 4 (under 5)	16.99
Fun School 4 (5-7)	16.99
Fun School 4 (7+)	16.99
Fun School -Paint & Create	16.99
Fun School -Spelling Fair	16.99
Gateway to Sav/Frontier	18.49
G.Loc R360	16.49
Gauntlet 3	11.99
Global Effect	16.99
Gods	15.49
Golden Shot	16.99
Graham Gooch Cricket	20.99
Graham Taylor	16.49
Gunship 2000	21.99
Goblins	16.99
Hard Drivin' 2	12.99
Harlequin	16.49
Harpoon 1 meg	18.99
Heimdall	23.49
Head to Head	23.99
Heros Quest	16.99
Home Alone	16.99
Hook	15.99
Hostile Breed	16.49
Humans	17.99
Ian Bothams Cricket	19.49
Indy Heat	16.99
Indy Action	16.99
Indy Adv	26.99
Ishar Legend Fortress	20.49
I Jones Fate of Atlantis	24.99
Jaguar XJ220	16.49
Jimmy Whites Snooker	16.99
John Barnes	15.99
J.Madden Football	16.49
Jim Power	16.99
Junior Typist	11.99
Kid Gloves 2	16.49
Kings Quest V	19.99
Knightmare	18.99
Knight of the Sky	21.49
Killing Game Show	8.99
Last Ninja 3	16.49
Lazer Squad 2	16.99
Leander	15.99
Legend	18.49
Lawnmower Man	16.99
Leathal Weapon 3	16.49
Legend of Kyrandia	20.99
Legend of Valour	24.49
Lemmings	15.99
Lemmings 2	20.99
Lemmings Data Disc	13.49
Lemmings Double Pack	19.99
Lemmings Stand Alone	15.99
Life & Death 2	16.49
Links H.D.	23.99
Links Course - Bountiful	13.99
Links Course - Firestone	13.99
Links Course - Pinehurst	13.99
Liverpool	17.49
Lotus Turbo Challenge 2	16.49
Lotus Turbo Challenge 3	16.99
Lure of the Temptress	19.99
McDonalds Land	17.99
M.1 Tank Platoon	19.99
Magic Pockets	15.99
Man.Utd Europe	15.99
Match of the Day	17.49
Mavis Beacon	19.99
Megamix	20.99
Megasports	16.99
Megatwins	16.49
Merlin's Maths	16.99
Microprose Golf	23.49
Midwinter 2	23.49
Mig 29 Super Fulcrum	24.99
Might & Magic 3	22.99
Mini Office	40.99
Moonstone	19.49
Monkey Island	15.99
Monkey Island 2	22.49
Movie Mix	12.99
Myth	18.49
Meg Lo Mania	20.49
Mega Fortress	17.49
Narc	7.99
N.Mansells World Champ	21.49
Nick Faldo's Golf	23.99
No Greater Glory	23.99
Noddy's Playtime	16.99
Omar Shariffs Bridge	23.49
Outrun Europa	16.49
Outlander	19.49
Orbitus	12.99
Ork	15.99
Psychos Soccer Sel	21.99
Palladin 2	19.49
Paper Boy 2	8.49
Parasel Stars	15.99
Pegasus	16.49
Perfect General	22.49
PGA Golf Tour +	19.99
PGA Course Discs	10.99
Pinball Dreams	15.99
Pinball Fantasies	17.99
Pitfighter	8.49
Plotting	15.49
Populus 2	19.49
Premiere	20.99
Premier Manager	16.99
Prince of Persia	15.99
Prophecy of the Shadow	21.99
Pro Tennis Tour 2	15.99
Project X	16.49
Push Over	15.99
Plan 9 Outer Space	20.99
Pools of Darkness	18.49
Powermonger	17.99
Populus/Sim City	16.99
Quest for Glory	20.99
Raving Mad	18.49
Race Drivin'	11.49
Railroad Tycoon	22.49
RBI 2 Baseball	12.99
Realms	19.99
Red Zone	15.99
Risky Woods	16.99
Road Rash	16.99
Robin Hood	15.99
Robocod	15.99
Robocop 2	7.99
Robocop 3	15.99
Robosports	16.49
Rome AD 92	20.99
Rookies	17.49
R Type 2	14.99
Rugby World Cup	8.99
Rules of Engagement	16.99
Reach for the Skies	19.49
Sabre Team	16.99
Scrabble Deluxe	20.99
Scrooge	16.49
Secret of the Silver Blades	21.99
Sensible Soccer	16.49
Shadowlands	19.49
Shuttle the Sim	20.49
Shadow of the Beast 3	19.49
Silent Service 2	21.49
Sim Ant	22.99
Sim City Deluxe	24.99
Sim Earth	20.99
Simpsons	15.99
Silly Putty	16.99
Smash TV	15.99
Space Ace 2	32.49
Space Gun	15.99
Space Crusade	16.99
Space Quest 1	16.99
Special Forces	22.49
Spirit of Excalibur	9.99
Sports Mix	12.99
Steel Empire	19.99
Stereo Master	26.49
Storm Master	16.99
Streetfighter 2	17.99
Strike Fleet	16.99
Striker	16.99
Super Tetris	20.49
Super Ski 2	11.99
Super Cars	15.99
Super Space Invaders	16.99
Suspicious Cargo	16.49
Sword of Honour	16.49
Silly Putty	16.49
Their Finest Hour	19.49
The Manager	20.99
ThunderHawk	20.99
Thunder Jaws	16.49
Tipp Off	16.99
Tennis Cup 2	16.99
Terminator 2	16.99
The Godfather	12.49
T.V. Sports Baseball	16.99
Transarctica	18.99
Treasure of Sav.Frontier	22.49
The Oath	16.49
Universal Monsters	16.99
Ultima Under World	20.99
Ultima V	19.99
Ultima VI	20.49
Ultima VII	20.99
UMS 2	23.49
UMS Planet Editor	20.99
Under Pressure	17.49
Uridium 2	17.49
UGH	15.49
Vengence of Excalibur	12.99
Video Kid	15.99
Vroom	15.49
Ween	20.99
Winter Sports	17.49
Wind in the Willows	15.99
Wiz Kid	15.99
Wolf Child	16.99
Wolf Pack	11.49
WWF	15.99
WWF 2	15.99
Wing Commander 1	22.99
Willy Beamish	19.99
Zool	16.49
Zyconix	14.99

COMPILATIONS

Action 5	17.99
Award Winners	16.99
Air Combat Aces	18.99
Action Pack	15.99
Air Land and Sea	23.99
Big Box 1	15.99
Big Box 2	19.49
Bitmap Bros. Vol 1	16.99
Bitmap Bros. Vol 2	16.99
Board Genius	**17.99**
Dream Team	17.99
Fantastic Worlds	24.99
Football Crazy	14.99
2 Hot 2 Handle	18.99
Magnetic Scrolls	15.99
Ninja Collection	13.99
Power Up	16.99
Power Pack	14.99
Rainbow Collection	13.99
Soccer Mania	11.99
Super Fighter	17.99
Super Sim Pack	21.99
Super Sega	20.99
Super Heroes	17.99
Sports Best	20.99
Test Drive 2 Collection	20.99
Quest for Adventure	23.99

BUDGET TITLES

3D Pool	6.99
Altered Beast	6.99
Arkanoid	4.50
Arkanoid 2	6.99
Atomino	8.49
Awesome	8.99
Bubble Bobble	6.99
Baal	5.99
Bards Tale 3	8,49
Batman The Movie	6.99
Beach Volley	6.99
Blood Money	6.99
California Games	6.99
Carrier Command	6.99
Celtica GT4 Rally	6.99
Centrefold Squares	6.99
Chase HQ	7.99
Chess Champ 2175	8.99
Cloud Kingdom	6.99
Colossus Chess	6.99
Conflict in Europe	7.99
Crazy Cars	6.99
CJ in the USA	6.99
Defender of the Crown	7.99
Deluxe Strip Poker	6.99
Double Dragon 1 or 2	6.99
Ed The Duck	6.99
Emlyn Hughes Soccer	6.99
F16 Combat Pilot	6.99
Fantasy World Dizzy	5.99
Fun School 2 (Under 5)	6.99
Fun School 2 (5-7)	6.99
Fun School 2 (7+)	6.99
Gauntlet 2	6.99
Ghouls 'n' Ghosts	6.99
Ghostbusters 2	6.99
Golden Axe	6.99
Hard Drivin'	6.99
Head over Heels	6.99
James Pond	6.99
Jet Set Willy	7.99
John Lowe Ultimate Darts	6.99
Kid Gloves	5.99
Licenced to Kill	5.99
Lombard RAC Rally	6.99
Lotus Esprit	6.99
Manchester United	6.99
Manic Minor	7.99
Micheal Jackson Moonwalker	6.99
Midnight Resistance	6.99
Mig 29 Soviet Fighter	6.99
Moonshine Races	6.99
New Zealand Story	6.99
Operation Thunderbolt	6.99
Operation Wolf	6.99
Outrun	6.99
Pang	6.99
Panza Kick Boxing	6.99
Pipe Mania	6.99
Pitfighter	6.99
Platoon	5.99
Predator	6.99
Pro Tennis Tour	6.99
Puzznic	6.99
Rainbow Islands	6.99
Rocket Ranger	8.49
Robocop	6.99
Rolling Ronny	9.99
R-Type	6.99
Run the Gauntlet	6.99
Shadow Warrior	6.99
Sky or Die	8.99
Starglider 2	6.99
Superplex	6.99
Super Off Road	9.99
Shinobi	6.99
Shuttle Puck Cafe	6.99
Strike Force Harrier	6.99
Stunt Car Racer	6.99
Sleeping Godslie	6.99
Wiz Ball	6.99
Xenon II	7.99

Please make cheques & PO's payable to Software Supreme
P & P £1 per item UK. Elsewhere £3 per item.
New titles sent as released and subject to price reviews

Title ---------------------------------Price---------------------------
-- ----------------------------
-- ----------------------------
---------------------------------------P&P---------------------------
Computer______________________Total---------------------------

Name --
Address--

Tel ---
Card No. ....
Expiry Date ☐ / ☐
Ac ☐ Visa ☐ Ch ☐ PO ☐

SOFTWARE SUPREME
139 High Road, Loughton,
Essex IG10 4LT
24hr Ordering Service
081 - 365 0344 (All lines)
24hr FAX *081 - 365 1650*
CU

BATTLETOADS

Are Mindscape ready to kick a turtle when it's down? John Mather looks at the latest amphibian wonders to appear on the Amiga.

Teenage Mutant Ninja Toads? Erm, sorry guys, but hasn't this idea been tried somewhere else? Like, maybe, three years ago! But nevermind, as what we've got here is a 'toadally' awesome arcade game which was an absolutely huge hit on the NES when it first appeared, selling squillions of copies worldwide. In fact, such is the demand for all things toad-like that the greensome threesome are set to star in their own coin-op in the States and a cartoon series is also in the works. These guys are huge in the US and there's every likelihood that they'll do the same over here. Respect is due!

And now, courtesy of American development team, Raze, the original arcade romp is set to appear on an Amiga near you this Easter. So what's it all about? Well, apparently, three young video game addicts get sucked into the game they've been playing and are transformed into three seven-foot tall battletoads – Zitz, Rash and Pimple. Unfortunately, Pimple and a rather cute Princess get kidnapped by the evil Dark Queen (boo!) so it's up to the other two toadies to help rescue them (hooray!). Unfortunately, the Dark Queen has a huge army of slaves at her command, including Psyko Pigs, Mutant Ratpacks, Robo-Manus and the Saturn Toadtrap to name but a few, and they're none too pleased to see you. Yep, we're into two-player beat 'em up action, so stand by your joystick for some serious waggling.

The gameplay is a mixture of gaming styles and varies from the beat 'em up action of the first level, through a neat jetbike riding sequence, to a *Nebulus*-style tower climb. Then there are other tasks to perform such as a rolling logs stage, where the idea is to keep your balance while avoiding the legions of nasties after your butt, and a vertically scrolling rope-swinging section. You might think such a mish-mash of styles wouldn't work, but it merely adds to the fun as you speed through the levels. Each level chucks up some new challenge and some new skill to master, so there's never a chance to get bored with what's going on.

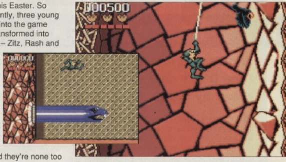
The Amiga version of *Battletoads* was originally set for release in September last year, but Mindscape are now aiming for an Easter release. The problem has been all the incidental animations and graphics that appear in the game. There are literally dozens of animations throughout the game and many only appear at certain points. Such is the potential earnings from *Battletoads* across all formats that the American developers, Raze, are at pains to make sure everything is absolutely pixel perfect. This has meant boosting the team working on the game to four full time staff members as every level is checked for complete accuracy. They've also managed to cram in more than 90 frames of animation per character and included 12 obstacle-packed levels through which to travel.

It's all looking very swanky and we'll have a full review soon.

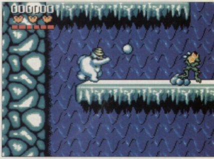
BEHIND THE SCENES

- *Title*: Battletoads
- *Publisher*: Mindscape
- *Graphics*: John Faichnie, Steve Leney
- *Programming*: John Meegan, Andrew Kerridge, David Shea, Jeff Gamon
- *Release date*: March
- *Price*: £TBA

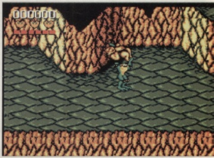
BEHIND THE SCENES



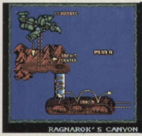
Top: Level two has you swinging on a rope as you descend through a dried out waterfall. Watch out for the birds!
Inset: Like a variety of console titles, the snake pit requires you to jump on the back of giant moving snakes to get to the top of the screen.

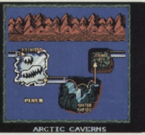


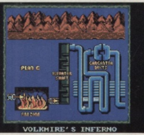
Above: Anything can be used as a weapon in this game. How about a nice snowball fight?

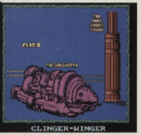


Right: Just to show how well developed you are for a toad, you can grab the opposition and carry them around.

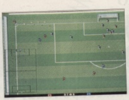




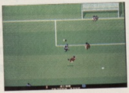




GOAL!



Goal! allows much greater manipulation of the ball. Players can determine the height, power and direction of set piece shots. It's even possible to curl the ball into the net from a standard corner.



The player you control is signified by a small line underneath his feet. It looks like this defender has fallen over his.

What's in a name? Formerly appearing as Kick Off 3, Dino Dini's new soccer sim looks likely to take the terraces by storm. Jon Sloan has a sneak preview.

If there is one type of game that is likely to split players into opposing camps it's a footie sim. *Kick Off 2* and *Sensible Soccer* must inspire more polemic views than a Liverpool vs. Everton derby. The current league leader is surely *Sensi Soccer* with its brilliant update – the 1992/3 season – which scored a massive 94% in December. Then again, that's only my opinion.

So, it was with a completely open and unbiased mind that I travelled to Dino Dini's home to look at his latest challenger for the crown. In case you don't know it, Dino Dini is the brains behind the brilliant *Kick Off* series of sims. Partly to please his army of fans Dino decided that the time was ripe for a new game.

The first thing to hit you about *Goal!* is the size of the sprites. Instead of the usual 16x16 pixels the new players weigh in at a stonking 24x16. While this may not be immediately apparent on our screenshots here, it does make an enormous difference to the gameplay. For those of you with a more traditional outlook, the thoughtful Mr. D. has also included the standard sized players. And, if that isn't enough, you will be able to switch between the two sizes at the touch of a button or, better still, at a predetermined (by you) point in the action.

STAR PLAYER IN SHOCK MOVE

In an eleventh hour transfer, ace programmer Dino Dini has been poached by publishing giants, Virgin. This move sent shock tremors throughout the soccer world as Dino seemed tied to former publishers, Anco. For an undisclosed fee Dino has transferred all his coding to Virgin, although Anco retain the rights in the name *Kick Off*. *Goal!* was set to appear late last year as *Kick Off 3* (see CU Amiga preview, September 1992). As Anco have lost all coding it is unlikely that we will ever see a *Kick Off 3*. Both publishers and programmer were unavailable to comment.

Being a thoughtful sort of bloke Dino has taken note of one of the major criticisms of the two earlier *Kick Off* titles – that of the pinball-like gameplay.

Despite the incredible depth of play to *Kick Off 2*, it was extremely difficult to control, especially for beginners, resulting in the ball shooting around the pitch like an out of control manic pinball. 'It was a little bit fiddly, but *Goal!* uses a better system', says Dino. 'The aim of *Goal!* is to make it more accessible at the beginning. But because there's a greater depth to the game it means that it is difficult to master.' A truth I can testify to, being a complete game spaz, as even I was able to pick up the method after a few seconds (But I did still lose every match!).

SPRINT AND TURN

Dino's main aim in programming *Goal!* was to make it even more realistic than any other footie game. He is well on the way to realising that dream, as *Goal!* has some stunning new features, including player acceleration and deceleration, a turning circle which widens the faster you are running, and a special angle/power/direction control for set-pieces, like throw-ins and corners. Perhaps best of all, the computer teams will be even more intelligent and will try to take the ball from the front of a player rather than resorting to a sliding tackle. This was shown to good effect by Dino himself as he managed to hold another player off for quite some time before it got bored and fouled Dino's player!

Goal! will sport between 32-100 teams, each with 16 players. When you consider that each player will have his own set of eight statistics you can see how much work Dino has put into the game.

Another striking feature looks like being the pitch orientation. It has been more or less accepted by now that a soccer sim should run top to bottom. Dino wants to turn this notion on its head by including a horizontally scrolling pitch. The best part about this is that, because of the TVs aspect, you will be able to see more of the pitch on screen at any one time.

DINO DOESN'T PLAY FOOTIE!

In a shattering admission, Dino Dini revealed that he doesn't actually play football or even support any particular team! I know it's hard to believe but Dino only programmed the original *Kick Off* because Anco asked him to do a football game.

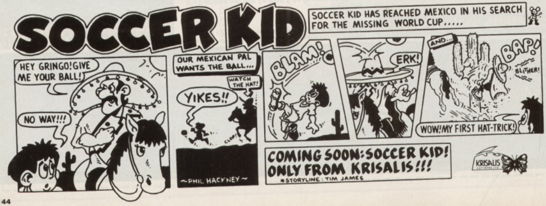
Still, we can't hold that against him because it all boils down to how well the game plays, and from what I've seen *Goal!* looks like being one of the best footie games for some time. As Dino says, 'I'm a better programmer now than when I started *Kick Off*, purely because I have had five more years of programming experience,' and it shows.

In an exclusive deal, we've teamed up with Virgin to bring you a fully playable demo of *Goal!* as soon as we can get our hands on it. The full game will be released soon and we'll bring you a full review then.

BEHIND THE SCENES

- *Title*: **Goal! (title may be subject to change)**
- *Publisher*: **Virgin**
- *Programming*: **Dino Dini**
- *Graphics*: **Design Studios**
- *Release Date*: **TBA**
- *Price*: **TBA**

BEHIND THE SCENES


SOCCER KID
SOCCER KID HAS REACHED MEXICO IN HIS SEARCH FOR THE MISSING WORLD CUP.....
HEY GRINGO! GIVE ME YOUR BALL!
NO WAY!!!
OUR MEXICAN PAL WANTS THE BALL...
WATCH THE HAT!
YIKES!!
CLOP!
BLAM!
ERK!
AND...
BAP!
BLITHER!
WOW! MY FIRST HAT-TRICK!
COMING SOON: SOCCER KID! ONLY FROM KRISALIS!!!
*STORYLINE: TIM JAMES
~PHIL HACKNEY~
KRISALIS SOFTWARE LTD

DARKMERE

THE NIGHTMARE IS ABOUT TO BEGIN

CORE
DESIGN LIMITED

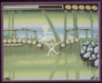
Tradewinds House, 69/71a Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

GET READY 4 THE INVASION

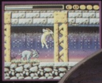
PLAY THE GAME FOR...

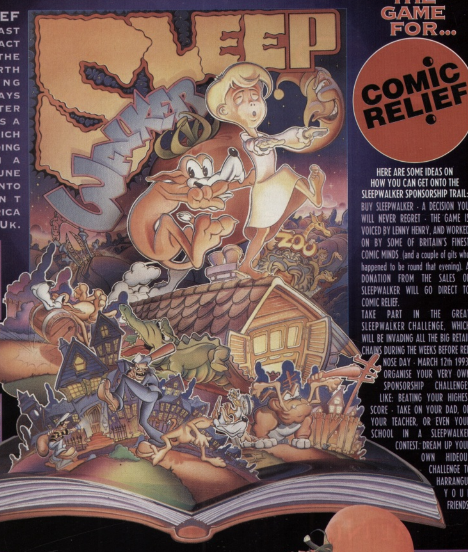
COMIC RELIEF

COMIC RELIEF HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.



C64 (DISK & CASS.)
ATARI (STE ONLY)
CBM AMIGA
IBM PC





HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). A DONATION FROM THE SALES OF SLEEPWALKER WILL GO DIRECT TO COMIC RELIEF.

TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993. ORGANISE YOUR VERY OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.

ocean

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

D-DAY

The 6th of June 1944 was the day Hitler forgot to set his alarm clock. Tony Dillon wonders if he should have forked out for a wake up call.

TOY SOLDIERS

Before each mission, you are given a quick bit of Newsreel-style film footage showing you what sort of mission it is (a bombing run shows an aircraft, a troop drop shows a guy on a parachute). This footage was made by someone with a video camera and a collection of World War 2 models, and unfortunately it shows. Sometimes laughably tacky, these animations are the only thing that let down an otherwise flawless presentation.

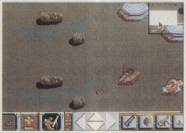
If you're too young to remember, Operation Overlord was one of the most important moments of World War 2. A single day – June 6th 1994 – of a brutal assault along the Normandy coast that the German armies were just not ready for. Consequently, D-Day became the day that the allied troops started to romp home. Legend tells the story of how one Adolf Hitler was feeling unwell and retired to bed early, instructing his butler only to wake him if he had important news. Soon after midnight, Operation Overlord began, and the news reached Berlin a short while later. The butler didn't wake the Fuhrer, thinking the news was not important enough. That's where that tale ends, which is a shame because I would have loved to know what became of the butler.

THE STORY SO FAR...

D-Day tells the story of that day, and is to all intents and purposes the direct successor to *Sherman M4*, that wonderful tank simulation that had many a non-simulation enthusiast reaching for their joysticks time and time again. This new strategy sim from US Gold looks set to follow that success story.

The four simulations within the game each involve some kind of bombardment attack on the enemy. You will be able to select to play all of them, or just specialise in one or two, leaving the computer to take your place in the others, which it will do, basing its result on historic fact and a table of probabilities.

The first simulation is troop dropping. The aim here is to take a plane load of troops, and drop them on a designated 'drop zone'. At the bottom of the screen are a bunch of icons, and your troops are shown as cute little guys with parachutes at the top of the screen. Yes, you guessed it, it's a *Lemmings* clone. As the wind blows the guys about, you have to set each one so that he will fall within the predefined area, while getting down as quickly and safely as possible and making sure he doesn't knock into any other troops.

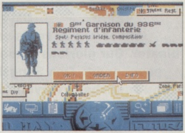


In the infantry section you take control of a small group of soldiers and direct them to their target. Resources are limited and the men's skills may not always be appropriate for the job.

Tank manoeuvres are the subject of the second simulation, and this is virtually identical to *Sherman M4*. At the start of the mission you are given a directive to follow and a number of tanks. Using a map mode, you can program the tanks to drive to specified locations under computer control. Or you can take control of each tank manually, handling both the driver's and the gunner's post simultaneously.

Bomber Raids are next and consist of a rather simple flight simulation. You have to take part in a daring low-level attack against key installations. The simulation is carried out in a third person perspective, and missions range from bombing simple installations such as bridges, to taking out enemy bases while under some heavy crossfire.

The last of the four simulations is the Infantry engagement. This is a very low level, map view strategy game with only a handful of soldiers. As always you are given a directive, e.g. blow up all the tanks on the map or destroy certain buildings.



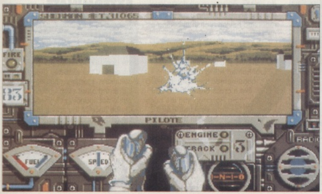
Give orders to divisions on this screen. Send them to do specific tasks or to just regroup at one location. This is the closest screen to those found in traditional wargames.

SINK OR SWIM

You won't have to dive straight in at the deep end, thankfully. From the main menu, you will be able to select which of the 28 training missions to take part in (seven for each simulation) and at which skill level. A basic troop drop, for example, might consist of four troops being dropped in an empty area with no wind. A difficult tank manoeuvre would consist of three tanks guarding a bridge against 30 or so German Panzer tanks!

The campaign itself is run against a clock. Played over a complete map of the area, the computer alerts you as and when trouble spots are reached. Here, you can choose whether or not to take part in that particular confrontation. To aid you in your decision, the game will contain a complete database of all the companies currently on the map, including their numbers, weapons and overall strength. If the battle looks too tough for you, you can leave it up to the computer.

From what I've seen the presentation looks superb. Although the game carries a lot of information, it should be very easy to access. The control menus and game speed have had a lot of thought put into them. As for the sound, spot effects are going to be the order of the day rather than a full backing track. *D-Day* could be an interesting collection of breeds, and one that may work very well indeed. Time will tell. We'll bring you a full review soon.



After you've set the objectives you can take direct control of your very own squadron of tanks. It may be best to leave this up to computer control as you otherwise have to take over from both the driver and gunner.

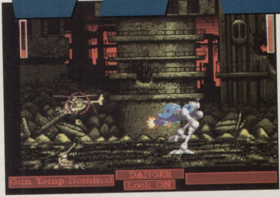
BEHIND THE SCENES

- *Title*: **D-DAY**
- *Publisher*: **US Gold**
- *Graphics*: **Nicholas Massonat**
- *Programming*: **Christoph Perrotin, Isabelle Maury, Phillipe Tesson**
- *Release Date*: **February**
- *Price*: **TBA**

BEHIND THE SCENES

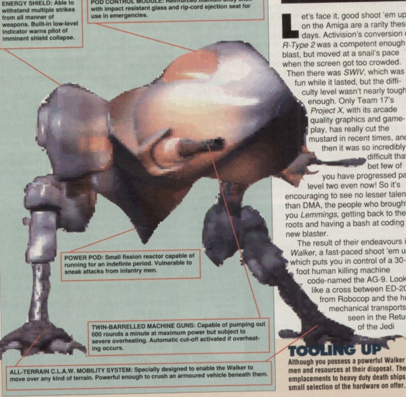
WA

DMA return to their shoot 'em up roots with their latest blaster. Our glorious leader and all-round psychopath, Dan Slingsby, kills maims and squashes everyone who gets in his way... but that's another story.



With irregularly moving targets, like this helicopter, it is essential to use the right mouse button to lock onto them.

PROJECT: WALKER AG-9
STATUS: TOP SECRET
OBJECTIVE: ULTIMATE KILLING MACHINE



ENERGY SHIELD: Able to withstand multiple strikes from all manner of weapons. Built-in low-level indicator warns pilot of imminent shield collapse.

POD CONTROL MODULE: Reinforced titanium alloy shell with impact resistant glass and rip-cord ejection seat for use in emergencies.

POWER POD: Small fission reactor capable of running for an indefinte period. Vulnerable to sneak attacks from infantry men.

TWIN-BARRELLED MACHINE GUNS: Capable of pumping out 600 rounds a minute at maximum power but subject to severe overheating. Automatic cut-off activated if overheating occurs.

ALL-TERRAIN C.L.A.W. MOBILITY SYSTEM: Specially designed to enable the Walker to move over any kind of terrain. Powerful enough to crush an armoured vehicle beneath them.

Let's face it, good shoot 'em ups on the Amiga are a rarity these days. Activision's conversion of *R-Type 2* was a competent enough blast, but moved at a snail's pace when the screen got too crowded. Then there was *SWIV*, which was fun while it lasted, but the difficulty level wasn't nearly tough enough. Only Team 17's *Project X*, with its arcade quality graphics and gameplay, has really cut the mustard in recent times, and then it was so incredibly difficult that I bet few of you have progressed past level two even now! So it's encouraging to see no lesser talent than DMA, the people who brought you *Lemmings*, getting back to their roots and having a bash at coding a new blaster.

The result of their endeavours is *Walker*, a fast-paced shoot 'em up which puts you in control of a 30-foot human killing machine code-named the AG-9. Looking like a cross between ED-209 from Robocop and the huge mechanical transports seen in the Return of the Jedi movie, the towering machine is capable of spewing out an endless torrent of death from its twin machine guns mounted beneath its swivelling head.

The dodgy sci-fi plot involves some nonsense about two warring factions attempting to destroy each other by travelling through time and wiping out each other's civilisations. Leaving logic and the Space-Time continuum aside, it's not the most stunning excuse for a bit of blasting I've ever read, but does give some variety to the proceedings as you blast your way through four different time zones.

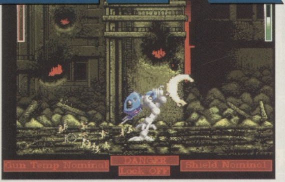
EXTERMINATE, EXTERMINATE

The aim of the game is simple: guide your Walker assault vehicle across a horizontally scrolling landscape blasting as much military hardware out of the skies as possible, while also taking care of the assorted ground battalions, mortar emplacements, tanks and other such obstacles. While not sounding very innovative, it's the pace of the action that makes the game such a winner – it just doesn't stop for a second. As soon

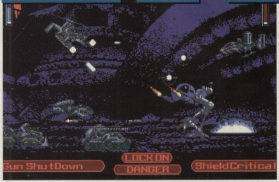
TOOLING UP

Although you possess a powerful Walker assault vehicle, your enemy has a vast number of men and resources at their disposal. These include everything from horse-drawn mortar emplacements to heavy duty death ships that strafe the ground with laser fire. Here's just a small selection of the hardware on offer.

LKER



Take too many hits and your craft's energy shields will be history. Sit back and watch the pyrotechnic display.

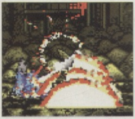


Terminator revisited! If you've seen Arnie's blockbuster movie, then you'll feel at home on the Future World level and that's for sure.

as you've cleared one screen you're right back in the thick of things as another legion of enemy sprites charge at you.

The Walker pod and the innovative control method are probably the game's most impressive features. More than 80 frames of animation have been used to depict the Walker, an impressive mechanical behemoth with two huge gun turrets mounted underneath its swivelling head. The high-tech beast is controlled by a combination of mouse and keyboard controls which might sound complicated but, in practice, they work a treat. Two keys control the backward and forward movements of the Walker as it moves about the screen while the mouse controls an on-screen crosshair. A click on the left mouse button unleashes a volley of shots in the direction of the crosshair, while holding down the right button locks the targeting system on anything that's near at the time. This is a much-needed option, as manually tracking some of the faster-moving enemy sprites is damn near impossible.

All that remains of your once mighty craft is a sludge pile of electronic hardware.

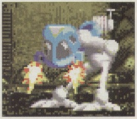


It's not just a fire-and-forget type game, though, as the machine guns can overheat and close down if you use them continuously, so short rapid bursts are the best way to make progress. There's also an energy level which decreases depending on the amount of enemy fire you soak up. This starts at maximum strength, but quickly takes a nosedive, so you can't just wade into the enemy and try and stomp them underneath your huge mechanical feet. It's best to try and keep your distance and pick off the enemy sprites as soon as they rush onto the screen.

FOUR-WAY FIRE

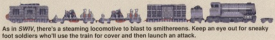
In all, there are four levels to complete, each made up of two stages. These were to include a blasting stage and then lead into a *Prince of Persia*-style runabout where you'd dismount from the Walker and pick up new ammo supplies and energy pods. Unfortunately, the latter elements of the game have been dropped in favour of cramming in more blasting action, so the second stage of each level is just more of the same. Good though it is, it can get quite monotonous at times and the runabout stages would have helped break up the action quite nicely as well as presenting more of a tactical challenge.

Exterminate. Kill everything. Destroy all life foms. Kill, kill, kill. [Er, steady on please! - Ed]

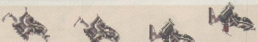


Another quibble is the lack of any kind of power-ups or add-on armaments. It's alright having an endless supply of small arms fire but where are the triple-way fire, smart bombs and bolt-on lasers? Merely slugging it out through each stage for a showdown with an end-of-level guardian gets a bit boring after a while, especially as the opposition possesses far greater firepower than your trumped up pea-shooters. I'd also question the difficulty level in places, especially when the screen is flooded with airborne gliders – it's almost impossible not to sustain crippling damage under such an attack. Thankfully, you begin the game with four lives and each stage has a number of restart points, but even so it's a bit on the hard side.

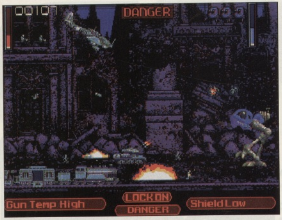
Walker is a curious game in many respects, but the weirdest thing about the game is that it actually works better on a bogstandard A500 than it does on the A1200. The faster processor of the latter machine makes everything move just a little too fast. The ground troops rush onto the screen at warp factor nine and the airborne vehicles swoop down onto the Walker like some sort of bird of prey. On the



As in *SWIV*, there's a steaming locomotive to blast to smithereens. Keep an eye out for sneaky foot soldiers who'll use the train for cover and then launch an attack.



If the armaments of the Second World War look a bit pedestrian, why not get stuck into the future World section and tool up with some heavy duty hardware.



Dropping out of the sky, a USAF bomber makes a low-flying run and drops its lethal cargo of high explosive bombs right in the path of your Walker. You didn't stand a chance, sucker!

A500 things quieten down a bit. Don't get me wrong, it's still fast and furious, but it all seems a little bit more realistic. The A1200 plays like one of those old black and white movies that's been speeded up with the cops and robber charging about the screen like there's no tomorrow.

SONIC SCREAMS

The in-game sound effects are just brilliant. The mechanical clunking noises as the Walker stomps across the screen are excellent, as is the rattle of the twin machine guns as they rake the landscape. Then there are the screams of the snipers as they fall to their death and the droning sounds of a squadron of bombers passing overhead. The first level helicopters fly onto the screen with Little Richard's 'Long Tall Sally' blaring from the speakers in a tribute to Arnie's Predator movie. A lot of effort has gone into the samples used in the game and it adds significantly to the on-screen action.

The game's graphics are also a bit darned good. Although the miniature foot soldiers resemble Spectrum sprites at times and are even tinier than those used in *Lemmings*, they move realistically about the screen as they check their positions and run for cover once you let off a volley of shots in their direction. The war-ravaged scenery is quite spectacular, although the difference between levels isn't that noticeable – one partially destroyed tower block looks suspiciously like the next, no matter which time zone you're in. Where the graphics truly excel is in the depiction of all the various bits of military hardware, from the mortar emplacements and motorbike riders through to the armour-plated tanks and troop carriers to the absolutely huge Zeppelin that hovers ominously in the sky. The attention to detail is staggering and the copper effects used to illuminate the sky help lend an eerie look to the proceedings.

All in all, *Walker* is a more-than-competent blaster with a novel control system and some fast and frantic gameplay. A few tricks have been missed that could have dramatically improved the game, but you're still left with one of the best shoot 'em ups we've seen in a long, long time.

PSYGNOSIS £29.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

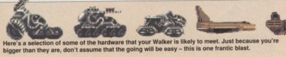
SOUTH HARRINGTON BUILDINGS,
ROOM 2, SEFTON STREET, LIVERPOOL, L3 4BQ. TEL: 051 709 5755.

RELEASE DATE:	LATE FEBRUARY
GENRE:	SHOOT 'EM UP
TEAM:	DMA
CONTROLS:	MOUSE/KEYBOARD
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	N/A
MEMORY:	1Mb

GRAPHICS	0◆◆◆◆◆◆◆◆◇◇10
SOUND	0◆◆◆◆◆◆◆◆◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◆◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◇◇10

> *A fast and frantic blast that won't disappoint.*

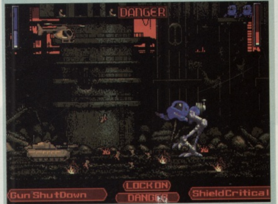
OVERALL 82%



Here's a selection of some of the hardware that your Walker is likely to meet. Just because you're bigger than they are, don't assume that the going will be easy – this is one frantic blast.

TAKE A WALK ON THE WILD SIDE

There are four levels to blast through, with each one sub-divided into two distinct stages. Each level is set in a particular time zone which is reflected in the kind of enemy hardware you'll encounter. Here's a quick rundown of what to expect in each zone.



WORLD WAR TWO

The Walker first materialises during the course of the Second World War and immediately encounters a parachute regiment and horse cavalry. Next up is a couple of low-flying USAF bombers which unleash their deadly cargo of bombs and then some heavy mortar fire kicks in. Watch out for the steam train loaded up with supplies – it can't actually cause you any damage but it can obscure the enemy troops hiding behind its wagons. There's also a huge Zeppelin which makes an appearance and whose firepower can be quite overwhelming. Thankfully, a couple of rounds fired into its hydrogen-filled underbelly will end its threat. The end-of-level guardian takes the form of a V2 rocket launcher. Fail to stop it from launching its rocket and you lose a life and have to go back to the last restart point.

URBAN WARFARE

The next destination for the Walker resembles war-torn Beirut and is a much more up-to-date scenario. Here, the enemy are kitted out with flamethrowers and motorised hang-gliders and are adept at laying mines and careering around in Mad Max-style cars which have built-in rocket launchers. There's also a very annoying guy who uses a grappling hook to shimmy up the side of the Walker vehicle and plant a bomb. To get him off, you have to rock the Walker from side to side and then blast the critter once he swings into the sights of your gun. Sniper fire is another hazard on this level, as are assault 'copters which zoom in for a quick kill. To take out the latter menace, blast away their rotor blades and they'll crash to the ground.

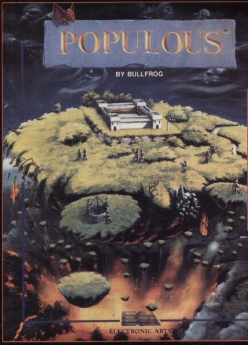
INDUSTRIAL LEVEL

The third time zone is exactly the same as the one we gave away on our January coverdisk, except even longer. If you missed it, tough, as I'm not about to tell you something almost everyone else already knows.

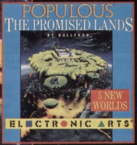
FUTURE WORLD

In the final level the troops are kitted out with their own personal jetpacks and fly in formation teams ala Moonraker. There are also all sorts of Terminator-style assault craft with laser barrages coming from almost every direction. Some of these expand once they've been unleashed and can fill almost the entire screen if you fail to take them out. The ultimate objective if you manage to get this far, is to trigger a nuclear explosion at the end of the second stage and thus win the war.

A GREAT DEAL OF QUALITY AT GREAT DEAL PRICES



POPULOUS
BY BULLFROG
ELECTRONIC ARTS



POPULOUS
THE PROMISED LANDS
BY BULLFROG
5 NEW WORLDS
ELECTRONIC ARTS

THE POWER OF LIGHT
OR THE FORCE OF DARKNESS...
YOU DECIDE!

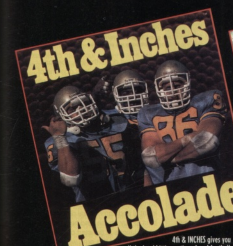
The all time classic now offered to you complete with the PROMISED LANDS data disk giving you a further five divine new worlds, bringing a new dimension to the legend that is POPULOUS.

PC £14.99
ATARI ST £12.99
CBM AMIGA £12.99

POPULOUS & PROMISED LANDS TOGETHER IN ONE SPECIAL PACK

STRIKE FLEET

4TH & INCHES



4th & Inches
Accolade

4th & INCHES gives you all the hard-hitting action of real football: the bombs, the blitzing, the goal line stands. You will experience graphics and animation that are as riveting as a blind side hit. This is the big time, hotshot, this is 4th & Inches.

PC £12.99 CBM AMIGA £9.99

© Accolade™, Inc.

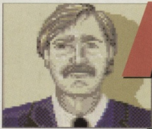
STRIKE FLEET
ELECTRONIC ARTS

Experience the the heat of modern naval combat. Send out Hi-Tech helicopters for remote targeting or Anti-Submarine warfare. Engage enemy fleets, submarines, long range missile bombers, and land-based missile launchers. Choose from 14 real-time battle scenarios or an 8-mission campaign.

PC £12.99 ATARI ST £12.99 CBM AMIGA £12.99

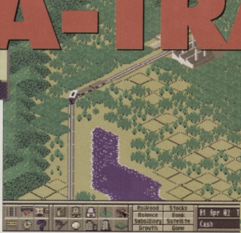
TM & © 1987,1988, LucasArts Entertainment Company. All rights reserved.

HIT SQUAD
2 CASTLE STREET
CASTLEFIELD
MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

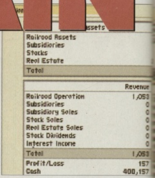


A-TRAIN

All aboard. Dan Slingsby tries out the service in Maxis' new sim. Cold teas and stale sarnies will be available in the buffet car.



Here's a land ripe for development. Once you've got a thriving development underway, how about placing a hotel near the lake?



ssets	
Railroad Assets	
Subsidiaries	
Stocks	
Real Estate	
Total	

	Revenue
Railroad Operation	1,053
Subsidiaries	0
Subsidiary Sales	0
Stock Sales	0
Real Estate Sales	0
Stock Dividends	0
Interest Income	0
Total	1,053
Profit/Loss	157
Cash	400,157

Contrary to popular belief, I am not a trainspotter. Yes, I do possess a beige-hooded anorak and I'm sometimes prone to spots, but that doesn't mean I spend my weekends at Doncaster station frantically scribbling down engine numbers and hanging around public toilets. Strange, then, that I should be so completely hooked on Maxis' latest release, an in-depth train management simulation that's so detailed it even allows you to set the switching points on the track and work out a timetable for up to 25 passenger and freight trains.

It's not just a train sim, though. There's the 'triple challenge' of developing a railroad network, building a thriving metropolis and investing all your surplus cash to create a burgeoning financial empire. Yes, I know what you're thinking, this all sounds a bit like *Sim City* with trains, and you wouldn't be far wrong, except that it's a hell of a lot more involved. Whereas *Sim City* used commercial, industrial and residential building blocks to piece together a city, *A-Train* involves setting up a mass transit system to get things moving. Running a successful railway stimulates growth in the neighbouring hinterland, with residential blocks, factories and offices being built around the stations. Once you've started to develop the land, the computer takes over adding its own residential and commercial districts. Pretty soon, major roads begin to appear, land prices soar and you're well on your way to becoming a property magnate.

There are six different scenarios to choose from at the start of the game and these range from building up a rail network from scratch or developing an existing one, to taking over the running of a failed transit system and developing a coastal resort (check out the scenarios box for further details). To help you get the most out of the program, Maxis have written a huge 140-page manual which includes a handy walk-through guide. This details all the functions of the various icons that appear in the tool box at the bottom of the screen as well as providing useful hints, tips and strategies.

DOWNTOWN

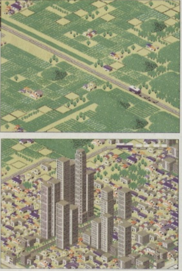
Most of the main screen is viewed from a three-quarters top down perspective of the immediate area, which is nicely detailed. To scroll across the terrain, you can either use the arrow keys or click on the sides of the screen with the mouse's cursor. At the bottom of the screen is a small tool box containing all the commands that are necessary to get started. These include icons for the placing and laying of new tracks, purchasing trains, scheduling arrivals and departures, building stations, apartments, factories and even baseball parks. Clicking on any of these calls up a new window from where you can carry out specific actions. For example, clicking on the track laying icon brings up a new window which asks whether you wish to lay new track or remove existing lines. The cost of each new piece of rail is also shown – this can vary depending on the cost of laying the track and which type of land you're aiming to build it on.

Next to the icons are a series of information buttons. Clicking on these reveals various financial details relating to your company such as the operating profit (or lack of one) and an operations report, as well as a satellite view to get an overall idea of how things are shaping up. There's also a bank option, which enables you to fix up loans for further expansion, and a stock market option. It's not necessary to get stuck into share dealing, but it does help diversify your interests into other areas . But remember, kids, the price of shares can go down as well as up!

Track laying is a bit complicated at first, and it's difficult to create curved lines. I'd have liked to have seen a bank of differently shaped pieces that could have been positioned on screen instead of the right angled pieces on offer, but, with a little practice, you'll be looping the loop before you know it. The first thing you've got to do once you've started a new game is to get a track up and running and start earning some cash. A closed track with two stations at either end is a good way to begin. Schedule a passenger train to run up and down the line, position some residential units at one end of the track and some offices at the other, and you'll be in business. The most effective departure times for a train are 8am in a residential district and 6pm in a commercial area. It's at these times that most people use a train.

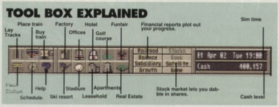
It's not quite as easy as it sounds, though. Buildings need bricks, strangely enough, so you'll need to purchase a freight train to bring in fresh supplies or build a factory to manufacture some. Once you've got a sufficient quantity, it's time to start to invest in some real estate and develop your residential and commercial districts. It's best to buy up the land nearest each of your stations at the start of the game as the price of this area will skyrocket later on and can provide a good source of rental or sales income.

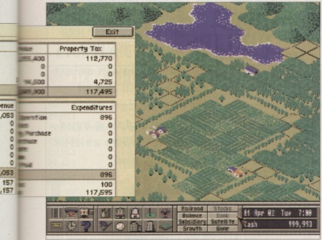
Taxes and debt schedules are also



The aim of the game is to transform the lush countryside (top) into the thriving metropolis we see here.

TOOL BOX EXPLAINED





Various pull-down menus detail how well you're doing throughout the course of the simulation.

a problem. Taxes are due at the end of the financial year, and if you haven't got the dosh to pay them, then it's effectively game over. You're faced with a 50% tax on any profit you make, a cripplingly high figure, so invest surplus cash in fixed assets before the year's end, as these are taxed at a mere 5% of their value. Get into debt at the bank and you'll receive a foreclosure notice, again putting a premature end to the proceedings.

GET CONNECTED

Once you've constructed a successful line, it's time to open up additional routes. Connecting lines can be built at angles of 45° to existing lines, but you'll then find you need to pay more attention to scheduling trains if you're to avoid a pile up. The best type of line to develop is a loop of track, known in the business as a belt line. By setting up several stations around the loop, it's possible to have four or five trains running simultaneously. The enclosed land will soar in value, so if you buy it up at the start, you'll make a financial killing.

Comparisons to Sid Meier's *Railroad Tycoon* are inevitable I suppose, and it must be said that Microprose's offering is much the better game. Maxis like to refer to their titles as 'software toys' or simulations rather than games and this is relfected in *A-Train*'s open-ended approach. Although there's a vague goal of reaching a profit level of $50 million, it's possible to keep on playing indefinitely. You also operate in a monopoly, so there's no competition, no price wars and no underhand dealing – all in complete contrast to Sid Meier's offering.

Unfortunately, *A-Train* only runs off hard disk, so its market is pretty limited. It comes in both a hi-res and low res option, and there's not much difference between the two except that the hi-res version is more detailed. A word of warning, though, the high res version needs 1Mb of RAM plus 1/2Mb of Chip RAM so make sure your system is able to cope. Overall, I preferred the low-res graphics, mainly because they were less cluttered and more clearly defined. The sound is terrible, some wobbly Hammond Organ-type music and electronic bleeps and that's it.

Overall, *A-Train* is an enjoyable game, guaranteed to keep you occupied for weeks if not months. If you can't wait until *Sim City 2000* is released at the end of the year, then give it a try.

MAXIS £34.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

**OCEAN SOFTWARE, 2 Castle Street,
Castlefield, Manchester, M3 4LZ.
TEL: 061 832 6333**

RELEASE DATE:	OUT NOW
GENRE:	GOD SIM
TEAM:	ARTDINK
CONTROLS:	MOUSE
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1mb (BUT SEE ABOVE)

GRAPHICS	0◆◆◆◆◆◆◆◆◆◇◇10
SOUND	0◆◇◇◇◇◇◇◇◇◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◆◆◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◇◇◇10

> *Come on everybody, let's do the locomotion...*

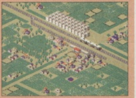
OVERALL 78%

SCENARIOS AND STRATEGIES

There are six different scenarios to choose from at the start of the game. Each have varying geographic features and are in different stages of development.

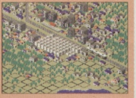
NEW TOWN

Besides an old railroad line and a station, there are only small residences and ranches. The 'new town' is in the suburbs of a big city of the map, and its population needs increasing. It lacks facilities such as department stores and lease buildings, and quickly needs a profitable railway line to link it to the city.



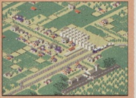
BAY AREA

There is already a large population. The problem here is how to effectively use the old railroad line at the top of the map and how to transport the materials to develop the bay area at the bottom. Doing nothing with the old line will land you in debt because of the expenditure you face in leaving it unattended. An industrial strip near the harbour will stimulate the economy.



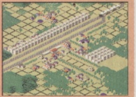
RESORT DEVELOPMENT

This area is ripe for resort development. There's an airport nearby, but just ignore it. The old railway is too short and the materials storage area inadequate for future needs. Extend the line and buy ARIIIs. After making some money, set up a double-line railway. Sculpt the city around the mountains and lakes. You'll probably need a bank loan to develop the site's potential – try to work with one-year debt.



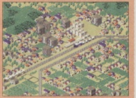
MULTI-CITY CONNECTION

Industry is in decline. There's no cash. It's time to borrow your way out of a recession. Concentrate on industrial development and then residential centres. Connect the scattered cities and villages by railroad to stimulate growth. Focus on expanding types of business but keep in mind that a rash of thoughtless development may bring a state of chaos to the local business community.



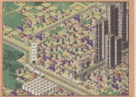
RECONSTRUCTION

Scenario five's city is at an advanced stage, but progress will stop if the transportation network lags behind developments. The belt line is failing to make money and must be reconstructed. Your expenses are twice your income, and lack of cash is a big concern. Remove uneconomical trains and develop new routes if possible. Buy apartment blocks and then develop the area around the lake.



DOWNTOWN REORGANISATION

Map six has a profitable belt line and the city is already on a large scale. The industrial centre is beginning to deviate away from the centre. Traffic jams have started to appear. You're going to have to reconstruct the transport system in order to keep up with the pace of change.



GASTEINER

GOLDEN IMAGE ALFA DATA ICD Marpet DMC POWER ATARI vortex PHILIPS

Unit 2
Millmead Business Centre
Millmead Road
London N17 9QU
Tel: 081 365 1151
Fax 081 885 1953

AMIGA COMPUTERS

A500+	£269.00
A600	£269.00
A600 20Mb Hard Drive	£465.00
A600 60Mb Hard Drive	£549.00
A1200	£379.00
A1200 20Mb Hard Drive	£529.00
A1200 40Mb Hard Drive	£599.00
A1200 65Mb Hard Drive	£639.00
A1200 80Mb Hard Drive	£679.00
A1200 120Mb Hard Drive	£769.00
A4000 120 Mb Hard Drive	£2089.00

MONITORS

Philips CM8833 Mk2	£229.00
Commodore 1084/5SDI	£209.00
Commodore 1960 Multisync	£439.00
Gasteiner Multisync Monitor	£349.00

PRINTERS

Citizen Swift 9 Colour	£179.00
Citizen Swift 240 Colour	£279.00
Citizen Swift 200 Colour	£219.00
HP 500	£309.00
HP 500 Colour	£439.00
HP 550 Colour	£550.00

RAM

A500 1/2Mb	£14.95
A500 1/2 Mb With Clock	£19.95
A600 1Mb	£34.95
A600 1Mb With Clock	£39.95
A1200 2Mb (PCMCIA)	£119.00
A1200 4Mb (PCMCIA)	£189.00
1MB Simms (Gvp)	£27.00
4MB Simms (Gvp)	£89.00
A2000 2Mb - 8Mb	£129.00

SCANNERS

Power Mono	£95.00
Power Colour	£235.00
AlfaData Mono	£99.00
AlfaData Plus	£119.95
AlfaData OCR	£165.00
Gasteiner Mono	£89.00
Gasteiner Scan Read	£129.00
DataScan Pro V3	£89.00
Epson GT 8000	£1199.00

HARD DRIVES

GASTEINER POWER

* External IDE HDD for Amiga A500/A500+/A1500/A2000
* Memory conveniently expanded to 2/4/6/8Mb by using 1M X 4 Zips
* 100% compatible
* Easy Installation, Just Plug in and go
* Auto boot, Auto config and zero wait states

Controller for A500/A500+/A1500/ A2000	£99.00
Controller + 40Mb Hard Drive	£249.00
Controller + 65Mb Hard Drive	£279.00
Controller + 85Mb Hard Drive	£299.00
Controller + 120Mb Hard Drive	£329.00

GASTEINER POWER FOR A600/A1200

20MB + IDE Cable	£149.95
65Mb + IDE Cable	£199.00
85Mb + IDE Cable	£279.00
120Mb + IDE Cable	£299.00
Fitting for A600 or A1200	£29.95

BARE HARD DRIVES

IDE		SCSI	
40Mb	£99.00	50Mb	£199.00
65Mb	£199.00	85Mb	£279.00
85Mb	£219.00	120Mb	£299.00
120Mb	£249.00	210Mb	£319.00

ACCESSORIES

Power Supply A500/A500+/A600/A1200(High Voltage)	£34.95
Power Supply A1500/A2000	£69.95
Internal Drive for A500	£40.00
Internal Drive for A2000	£45.00
A500 Rom Switcher	£12.95
A600/A1200 Rom Switcher	£12.95
Auto sensing joystick/Mouseswitch Box	£12.95
Printer Cable	£6.00
Modem Cable	£6.00
SCSI Cable	£6.00
IDE Cable for A600/A1200	£15.00
External Drive for A2000	£49.00
Blitz Amiga	£20.00
ICD Flicker Free Video 2	£199.00
Commodore 64 Power Supply	£19.00
10 Blank Disc	£7.00
3.5" External Drive	£50.00

MICE + TRACKBALL

AlfaData

Infra Red Mouse	£45.00
Mega Mouse	£10.95
Mega Mouse (Mat + Holder)	£14.95
300 DPI Optical Mouse	£27.95
The Trackball	£29.95
Crystal Trackball	£34.95
Optical Pen Mouse	£35.95

Golden Image

GI-600	£13.95
Optical Mouse	£23.95
Brush Mouse	£19.95
New Golden Image 400 Dpi Mark 2 Mouse	£14.95

SOFTWARE

Word Processors/Publishing

Pen Pal V1.4	£49.95
Final Copy II V2.0	£99.95
Kindwords 3	£39.95
Wordworth V1.1	£109.95
Transwrite	£29.95
Prowrite 3.3	£79.95
Pagestream V2.2	£129.95
Professional Page V3.0	£129.95
Pagesetter II	£44.95

Softclips Clip Art

Classic Clip Art	£29.95
People Clip Art	£29.95
Collectors Clip Art	£29.95
Animal Clip Art	£29.95
Electric Thesaurus	£29.95

CAD & structuredrawing

Intro CAD Plus	£79.95
X-CAD 3000	£269.95
Professional Draw 3	£89.95

Animation and Graphics

Deluxe Paint 4	£64.95
Real 3D Professional Turbo	£249.95
Art Department professional V2	£144.95
DCTV Composite Video 24 Bit graphics System (PAL)	£379.95
Imagine 2.0	£189.95

Phone for access to our massive competitively priced range now!

Products advertised represent a small sample of our instock range. A complete price list is available on request.

DELIVERY CHARGES	UK MAINLAND (NOT HIGHLANDS)
Small consumables & Software items	Despatched by post please check charges when ordering.
Other items, except lasers	Next day courier service, 10 per box
Offshore and Highlanders	Please enquire
IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICE	
Saturday deliveries	Normal rate plus 15+ VAT per box
AM next day.	Normal rate plus 8+ VAT per box

E&O.E Price subject to changewithout notice. Goods subject to availability. Specifications subject to change without notice. All Trademarks Acknowledged.

TRANSARCTICA

Even in the future trains never seem to run on time. Mark Patterson buys a ticket and settles down for a long wait.

Taking the lead from such PC games as *Dune 2*, Silmarils have come up with, would you believe it, a futuristic train simulation.

The Earth has been turned into a frozen wasteland by a failed experiment aimed at counteracting global warming. What's left of mankind resides in small communities linked by railways controlled by the nefarious Viking Union. After reading some books explaining how to reverse the effects of the experiment, you've saved up your hard earned cash to buy a train of your own and set out trying to implement this plan.

The Viking Union aren't very enthusiastic about your attempts at defrosting the Earth, as the end of the global winter will spell the end of their monopoly on the rail lines. They're out to stop you any way they can, which includes sending heavily armoured attack trains out after you.

Below: Trading mammoths is very profitable. Before you can enter this market you'll need to save up some cash and buy a special car to transport them in.

UP THE JUNCTION

Trading forms a large part of the game's strategy. Items ranging from petrol to mammoth dung are all negotiable commodities, and it's up to you to find out who needs what.

Towns are divided into two main categories, trading posts and manufacturing plants. The latter is where you buy extra carriages for your train. These include prison cars for transporting slaves, and missile cars for defence. Trading posts are where you make your cash. Commodities have different values in different towns and it's down to the player to work out where cargoes are worth the most. Should you buy a town's entire stock of an item, you're going to have to wait a fair while for them to produce more of it. This prevents you depending on one cushy trade route.

TRAIN-ED KILLERS

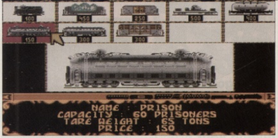
The Viking Union are constantly on your tail, and if they catch up with your train a battle ensues. Your train is defended by a small security force, who have no objections to charging the enemy, but aren't very effective on their own. To help you out you'll need to buy a machine gun or missile car. These allow you to attack an enemy, who is usually similarly armed, at a distance. Any car that takes too many hits is destroyed. If you're engine is scuppered then you're ruled out of the game.

The game's currency, lignite, brings new meaning to the phrase burning money. Lignite is a form of coal which, apart from being used to buy things, can be shoved into the fire should you run out of the worthless, but highly combustible, anthracite. Naturally, running out of anthracite doesn't bode well for your bank account.

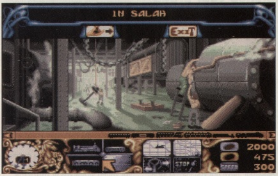
One altogether tedious, and virtually pointless part of the game is stoking the engine. Coal needs to be regularly chucked into the furnace to keep the boiler going. To do this you call up the engine room screen, and click on one of the two blokes standing either side of the furnace, who then shovel the coal in. This process has to be repeated so often that it soon becomes tremendously boring. Unless you're a hard-core train freak like our beloved Editor, Dan, the novelty value of watching someone shovel coal in a computer game wears off in no time at all.

WEIRD COMBINATION

This is an extremely unusual game, combining elements from *Midwinter*, *Railroad Tycoon* and *Dune 2* to produce something that's altogether weird. Despite its apparent complexity, it doesn't take long to get to grips with most of the features, and once you've done that, *Transarctica* doesn't offer much more. This is one for serious train simulation freaks only.

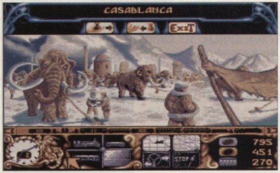


NAME : PRISON
CAPACITY : 60 PRISONERS
TARE WEIGHT : 65 TONS
PRICE : 150



Top: Extra carriages range from oil tanks and barracks for your soldiers, to missiles and machine gun cars which help you fight off the Viking Union.

Above: This is the engine works where you can pick up new carriages for your train.



DERAILMENT

One effective way of preventing a train from reaching its destination is to blow up the line. For this your locomotive is outfitted with steam-powered mini-trains, which are packed with explosives. These whiz down the track ahead of you, which makes them ideal for testing whether there's any rail ahead of you or to inflict mounds of damage on any on-coming vehicles. Their fuses can be set to go off when they hit a bridge or particular section of track, so timing is all important. They do have a disadvantage though. When they run out of steam they come to a dead stop, and if you carry on regardless you'll crash into it and blow yourself up.

DAZE £29.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

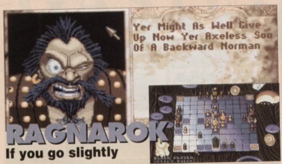
£29.99, DAZE MARKETING LTD., 2 CANFIELD PLACE, LONDON NW6 3BT. TELEPHONE: 071 328 2762.

RELEASE DATE:	OUT NOW
GENRE:	STRATEGY
TEAM:	SILMARILS
CONTROLS:	MOUSE
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	512k

GRAPHICS	0◆◆◆◆◆◆◆◆◇◇◇10
SOUND	0◆◆◆◆◆◆◆◆◇◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◇◇◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◇◇◇10

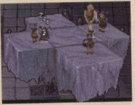
> *Original variation on the sim genre, but lacks variety*

OVERALL 69%


Yer Might As Well Give Up Now Yer Axeless Son Of A Backward Norman
BLACK PLAYER
SELECT PIECE

RAGNAROK

If you go slightly damp at the thought of taking a bishop your probably quite perverse. Tony Horgan looks for a cure.



Norway's famous for many things: a large fishing industry, Vikings, mountains, fjords, tourists in day-glo anoraks, the list is endless... And then of course, there's that old favourite – King's Table, rapidly overtaking snakes and ladders as the world's most popular game, or so it says here.

If the words 'rook bishop to knight king four' have got you itching for a quick session of chess, then you have my condolences. Sympathies aside, do you ever fancy something a bit different? Something with the challenge of chess, but with a cunning twist? *Ragnarok* could be just the ticket... and then again...

Based on Kings Table, *Ragnarok* is a kind of poor man's *Battle Chess*. You can play it against a friend, or against the computer in either a single game, or a full tournament. The rules are like a cross between chess and draughts, with extra ones added in an attempt to spice it up a bit.

One player starts with all of his pieces amassed around the middle of the board, while the other has his pieces lined up along the edges. The idea is for the first player to get his central piece to one of the corner squares. The second player has to stop his opponent doing so by capturing his central piece. To do this the second player has to surround the central piece on all four sides with his own pieces. In the process, both players can take each other's lesser pieces by sandwiching them between two or more of their own. Got that?

When a piece is taken, you get a *Battle Chess*-style animation of the characters fighting it out. Unlike *BC*, this doesn't actually take place down on the board. Instead you get a close-up scene overlaid on the board, with some of the mankiest animation I've seen for quite a while. Most of the characters have groin fetishes, knocking off their opponents with underhand stabs or magical bolts. The graphics pick up occasionally, with the appearance of cameos of the computer players.

It all feels a bit crowded. With half the pieces encamped in the middle of the board, there's not much scope for varied strategies. If you're the one trying to get to a corner square, it's not so bad, but if you're the defending player, there's nothing much to spur you on. Falling between the complexity of chess and the simplicity of draughts, it could provide a short term diversion for hard core strategists.

RAGNAROK: £34.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☒
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

MIRAGE, PO BOX 202, CONGLETON,
CHESHIRE, CW12 4YR. TEL: 0260
299909.

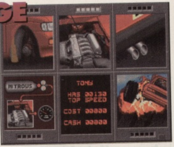
RELEASE DATE:	OUT NOW
GENRE:	STRATEGY
TEAM:	IMAGITEC DESIGN
CONTROLS:	MOUSE AND JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1-2
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

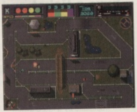
GRAPHICS	0◆◆◆◆◆◇◇◇◇◇10
SOUND	0◆◆◆◇◇◇◇◇◇◇10
LASTABILITY	0◆◆◆◆◆◇◇◇◇◇10
PLAYABILITY	0◆◆◆◆◆◇◇◇◇◇10

> *A scrappily executed chess variant, let down by poor quality animation.*

OVERALL 50%

CARNAGE





Travel all the way back to the mid-eighties and you'll find a very popular arcade game by the name of *Super Sprint*. This map-view, multi-player racing game was a massive hit both in the arcades and on home machines, thanks to its Activision license. Since then we've had *Supercars*, *Grand Prix Simulator*, *Jupiter Run*, and now we have *Carnage*. The latest in a long line of very small cars with fiddly rotational controls.

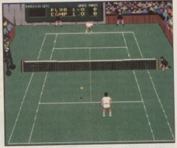
Carnage features 16 tracks, and up to four players can race each in sequence as part of a league-based championship. Any less than four human players and the computer takes the remaining wheels. Three laps of each of these tortuous circuits have to be completed within the time limit, and if applicable, before any of the computer drone cars finish the race.

It's fast by any reckoning, but the controls are a little unpredictable. The acceleration, for example, is irrational. Sometimes you can shoot from a standing start without using turbo charge or nitro or whatever it's called in this incarnation, where as other times you can't get going without a push. This isn't a bad version, but with Gremlin's *Supercars 2* already out on budget, why would you want to look at this?

Tony Dillon
Zeppelin £7.99

68%

INTERNATIONAL TENNIS



I've never really held out much hope for a decent tennis game on the Amiga. In fact, the only really playable tennis game I can remember was *Match Point* on the Spectrum, about nine years ago. I had just about given up hope completely when what should pop into my hands but *International Tennis*, and what a brilliant version of the sport it is.

There are certainly enough options to keep anyone happy. There are three different types of court for you to play on, lawn, clay or asphalt, all viewed from one end of the pitch in forced perspective, and you can play singles, doubles, male or female. In fact, the only option that seems to be missing is the keyboard controls for the ball boys!

The controls for the game are very simple, far simpler than most. The eight way control moves the player around the court, and the fire button swings the racket. Holding one of the joystick directions while swinging adds different effects, such as more power or spin, but it's done logically, i.e. holding left causes the ball to spin to the left.

It's cheap, it's fast and it's playable. Get it!

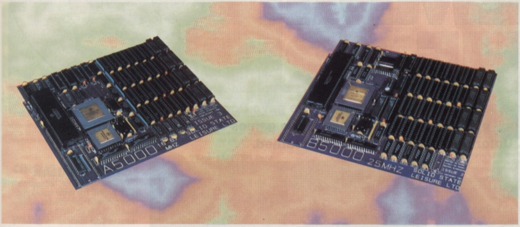
Tony Dillon
Zeppelin £7.99

87%

PLYR 1 1 0
COMP 1 0 0
GAME PLYR 1

CONTACT YOUR LOCAL DEALER

THE *A5000* AND *B5000*


A5000 16 MHZ
ISSUE 3 SOLID STATE LEISURE LTD
B5000 25MHZ
SOLID STATE LEISURE LTD ISSUE

TRANSFORM *YOUR* AMIGA INTO A 32-BIT DREAM MACHINE!

- Compatible with both Amiga 500 and 1500/2000
- ***A***5000-16 **5.37** × faster than an Amiga 500/2000
- ***B***5000-25 **10.54** × faster than an Amiga 500/2000
- ***B***5000-25 as fast as a CBM ***A***3000-25
- ***A***5000 supplied with 68881 ABSOLUTELY FREE
- ***B***5000 supplied with 68882 ABSOLUTELY FREE
- Plugs into 68000 socket for easy installation
- Supplied with 1-16Mb of SUPER-FAST-MEMORY
- Asynchronous Design for increased peripheral compatibility
- 68000 Fallback mode for 100% software compatibility
- ***B***5000 has advanced 32-bit Paged-Mode design for extra speed
- ROM Shadow any KickStart into 32-bit RAM for increased speed
- Designed and Manufactured in Great Britain
- Advanced 4-MegaBit Technology on ***B***5000 sets new standards for 'Value for Money'
- A High Quality product at a price ***you can*** afford!

DEALER'S PHONE 0933-650677

LEMMINGS 2 THE TRIBES

Suicide is painless, or so they say, so we gave Dan a revolver and a copy of Lemmings 2, shut him in the games cupboard and awaited the results. Unfortunately, he emerged unscathed.

THE DIRTY DOZEN

There are 12 tribes in all, each offering a selection of different skills and playing styles. Here's all 12 of 'em, with a brief description of what to expect in each world.

BEACH

This lot are so laid back that they nearly fall over. Expect lots of beach-style obstacles to overcome, such as huge beach balls blocking the way and lots of water-based puzzles.

HIGHLAND

We might not find out what they're wearing under their kilts (and I don't think I'd really like to know, either) but why they've all got ginger hair is beyond me – bloody stereotypes!

OUTDOOR

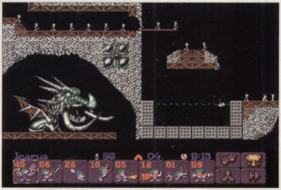
Blimey, talk about a hilly terrain! This one has more bumps and dips than Islington council's main roads. Expect to march those lemmings up to the top of the hill and march them down again, as my good friend the grand old Duke of York likes to say.

MEDIEVAL

The best bit here is the catapult. Hoist your lemmings aboard and watch them fly through the air. The funniest idea is to position the device so that the lemmings fly straight into the nearest wall. Splat!

CAVE

Underground antics are the order of the day here, with lots of honeycombed mazes through which to guide your tribe of lemmings.



The four practice levels allow you to utilise nearly all the new lemming skills. So addictive are these screens that they're very nearly a game in themselves. The best part is that there's no time limit, so you can muck about to your hearts content.

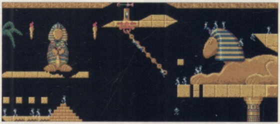
Mould-breaking games are a bit thin on the ground these days. It's far easier for software houses to stick to a tried-and-money-making formula and churn out an endless supply of platform games or football kickabouts. Once in a while, though, a company will decide to take a risk and develop something a bit special. Such was the case a couple of years ago when Psygnosis released *Lemmings*, an arcade puzzler unlike anything seen before. Since then, the game's appeared on almost every other format imaginable, from the PC, Megadrive and C64, to the SNES, Gamegear and even the Spectrum (which wasn't half bad, actually!). And now, the game's creators, DMA, are set to do it all over again with the release of *Lemmings 2*, a souped up sequel offering another 120 levels of addictive and highly frustrating fun.

If you've never played the game, here's the basic idea: you control an army of suicidal lemmings who like nothing better than to jump off the nearest precipice to their doom. It's up to you, therefore, to guide them across an obstacle filled screen to the safety of their home. It's not as easy as all that, though, as lots of hidden traps await our hapless friends as well as some mind-bogglingly devious puzzles. A minimum number of lemmings have to be rescued each go, and if you fail to make the quota you have to start the level all over again. At the bottom of the screen is a bank of icons. Each one depicts a lemming performing a special skill such as climbing, building or digging. By clicking on the appropriate icon with the mouse pointer and then on a lemming you can make the little critter do exactly what you want. This is harder than it at first appears, as timing is all-important, and if you get it wrong your troop of lemmings will do what comes naturally: hurl themselves off the nearest cliff. There's even a time limit to contend with, too, just to make it all even harder.

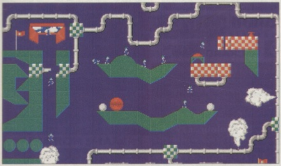
LOOKS FAMILAR

On a superficial glance, nothing much has changed. The larger sprites that were promised have failed to materialise, so you're left with the tiny reach-for-your-specs lemmings we've all come to know and squint at. The control system is exactly the same, too, as are the incredibly sad songs which accompany each level. But then, it just wouldn't be the same without them.

But this is all just first impressions stuff. Dig a little deeper and the changes become much more obvious. For starters, instead of just eight skills to choose from there are now a whopping 52 of 'em! Fifty of these can be accessed during the four practice screens, to help you get used to the huge range of new options at your disposal. These range from simple skills such as the original climbers and diggers to the new ice-skaters, balloonists and swimmers. There's even a Superlem option which transforms your spindly little lemming into a superhero with puffed-out chest and the ability to fly after the cursor all over the screen. This is great fun, especially when you lead one of them into a wall and watch him spin to the ground with stars spinning round his head. There are lots more skills, such as a pole-vaulting lemming to jump over high walls and a twister lemming which transforms one of the team into a Tazmanian Devil who can be blown across the screen, wiping out everything he touches.



Oh no! The little lemmings are plunging to their doom. Luckily, some can be made to jump onto the chain and swing to safety. Use the new fan option, to make the chain really start to swing.



In the original games, blocker lemmings were used to control the movements of the rest of the gang. In the new game, special 'attract' lemmings replace them. These take the form of guitar players or buglers – anyone in hearing distance stops what they're doing and starts to rave.

CIRCUS

All the fun of the fair as this particular tribe get up to all sorts of circus-related tomfoolery. Hitch a ride to a huge balloon and soar into the sky.

EGYPTIAN

Although they appear in a lot of the other worlds, the magic carpet is the easiest way to get around this brain-straining level.

SPACE

These curious fellows have developed a fad for 70s space boots as they can use these to walk up the sides of walls. Nine-inch heels make a comeback!

SHADOW

It's all a bit dark so be careful where you tread as you never know what's hidden behind the shadows. Some great atmospheric graphics accompany this world.

CLASSIC

Yes, they've not been forgotten. If you've got a yearning to play the original game, here's another 12 levels featuring exactly the same skills as before. it all seems a bit boring now though.

POLAR

Brrrr. Wrap up warm as the peculiar lemmings in this particular tribe get to go ice-skating and ski up and down hills. Listen out for the Frosty the Snowman tune and cringe.

SPORT

Ahh, nothing like a bit of fresh air, which you certainly don't get here in the CU offices if you sit next to Jon. Expect lots of sporting-type puzzles here, with the pole-vaulter option coming into its own.

STOP THE WORLD I WANT TO GET OFF...

All these new skills come into play during the course of the game. DMA, the development team behind the game, have split the 120 levels up into 12 sections, each with its own particular theme. For instance, there's a Polar section in the game where the lemmings can ice skate across slippery bits and ski up and down snow-capped hills and mountains. Then there's a Space world where the lemmings can be made to wear huge platform-sized space boots so that they can walk upside down and up the side of the screen. They can also be kitted out in miniature jet-packs so that they can zoom around the level and reach previously innaccessible areas. Not all of these skills are specific to certain areas though, as stackers, builders and fillers appear throughout the game as do some of the more specialist lemmings.

This all adds up to an hilarious game. The levels are just as hard as in the previous two games and will have you tearing your hair out in frustration in no time at all. Admittedly, some of the skills are a bit repetitive – there are at least six types of lemming that can fly through the air – but it's the sheer variety of skills that have enabled the game's designers to come up with a dastardly array of new puzzles, each dependent on the special abilities allocated to a particular level.

SUICIDE IS PAINLESS

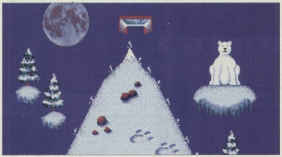
Thankfully, DMA have done away with the indestructible lemmings idea we mentioned in our preview of the game a few months ago. Although these new breed of lemmings can withstand a fairly large fall, they'll still end up in a gooey heap if the drop is too great. And let's face it, together with the genocide option, watching the lemmings fall to their doom was one of the joys of the game in the first place – especially when you'd spent an hour trying to solve a particular level and gotten nowhere. Another sensible idea is the fast forward option – if you've worked out how to solve a level and have done all the necessary work, then by clicking on the fast forward button you can make all the remaining lemmings hot foot it to the exit point in super quick time.

It's possible to complete each stage by guiding just one lemming to safety, for which you're awarded a bronze medal. The key to success, though, is to go for the gold standard and this requires a near 100 per cent success rate. In order to complete the game, you'll need to pick up all 12 gold medals for each world – so it's going to be a fairly Herculean task to finish this one in a hurry.

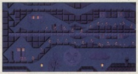
Lemmings 2 is a very polished product and it's obvious that DMA have gone all out to make it as perfect as possible. It's now possible to interact with the scenery as never before. For instance, lemmings can use the catapults littered around the Medieval stages to propel them through the air, or swing from the long dangly chains that hang from the ceiling to reach hitherto unaccessible areas. You don't have to complete a world before moving onto the next one, either. Each 'tribe' of lemmings is represented on a huge map. By clicking on a certain area, you are then granted access to that tribe, and so on. So instead of the linear handcuffs of the previous games, you can now pick which sections you want to play as you like.

There are so many brilliant innovations in this game that I could go on for ever. If there's any justice in the world, *Lemmings 2* will be huge. Buy a copy as soon as it's released.

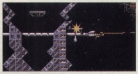
Polar lemmings prove to be adept at skiing and ice skating. And they need to be to get passed some of the snow-related puzzles that confront the player on these particular levels.



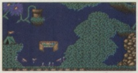
CU AMIGA SCREENSTAR



Although some skills are more relevant to particular levels, you'll still find them cropping up in other parts of the game, just to add some more fun to the proceedings.



There isn't a two player mode in *Lemmings 2*, which is a bit of a shame. But this is more than made up for when you consider there's a whopping great 120 levels to complete.



The gates open and hordes of tiny lems drop down to start another level. It's comforting to know that the explode-all-lemmings option is still included if you get stuck! Or even if you don't.

PSYGNOSIS £29.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

SOUTH HARRINGTON BUILDINGS, ROOM 2, SEFTON STREET, LIVERPOOL, L3 4BQ. TEL: 051 709 5755

RELEASE DATE:	LATE FEBRUARY
GENRE:	ARCADE PUZZLER
TEAM:	DMA
CONTROLS:	MOUSE
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	0◆◆◆◆◆◆◆◆◇◇10
SOUND	0◆◆◆◆◆◆◆◆◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◇◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◆◇10

> ‘*Another brain-straining Lemmings game to add to your collection.*’

OVERALL 90%

FIRST COMPUTER CENTRE (LEEDS) Tel: 0532 319444

04/93

"VOTED BEST DEALER" CU AMIGA JAN 93

NEW LOW PRICES!!

THE FIRST COMPUTER CENTRE

OPEN 7 DAYS A WEEK

OPEN MON - SAT....................9.30AM-5.30PM
SUNDAY OPENING...........11.00AM-3.00PM
THURSDAY NIGHT LATE...9.30AM-7.30PM
CLOSED BANK HOLIDAYS

AUTHORISED DEALERS FOR STAR, CITIZEN, COMMODORE, ACORN, PRIMA, ROMBO, SUPRA, SEGA & DIGITA

FREE DELIVERY!

HOW TO ORDER

Order by telephone quoting your credit card number. If paying by cheque please make payable to the: *"FIRST COMPUTER CENTRE."* In any correspondence please quote a phone number & post code. Allow 5 working days for cheque clearance

- All prices include VAT and Standard Delivery in the UK
- All hardware/computers are genuine UK spec.
- Free Fast Standard 4 to 7 day Delivery
- Guaranteed 2 to 3 day (week days) Delivery..£2.50
- Guaranteed Next Day (week days) Delivery...£4.90
- Open seven days a week for your convenience
- Overseas orders welcome
- Full repair service

SALES & TECHNICAL

24 HOUR MAIL ORDER SERVICE 6 LINES!!

0532 319444

FAX: 0532 319191

FOR DESPATCH & RETURNS ENQUIRES TEL. 0532 637988

SHOWROOM ADDRESS:
DEPT. CU, UNIT 3,
ARMLEY PARK COURT,
OFF CECIL STREET,
STANNINGLEY ROAD,
LEEDS, LS12 2AE.

Prices are subject to change without notice. E&OE.

AMERICAN EXPRESS SWITCH Access VISA MasterCard

NEW LOW PRICE!!

AMIGA 1200 £369.99!!!

This has got to be the best Amiga under £400.00 ever produced. True 32 bit technology based on the 68020 chip running at 14.2 Mhz and also the new AA custom chipset. The 1200 represents the future of the Amiga. Buy it!! Comes with Workbench 3.

◆

NEW LOW PRICES!!

AMIGA 500 Plus only £229.99

Cartoon Classics Pack

comes with Lemmings, Captain Planet, The Simpsons & D-Paint 3

AMIGA 500 Cartoon Classics Deluxe
Only £329.99 with built in ROM sharer 2.04/1.3

◆

***AMIGA600*Basepack........£279.99**

◆

AMIGA 600 20HD The Epic pack

With 20 Mb Hard drive, Epic, Rome, Myth, & Trivial Pursuit, Dictionary, Language Lab & Deluxe Paint 3

only £364.99 (Inc On Site Maintenance)

◆

The A600 Wild, Weird & Wicked
inc Micro Prose Grand Prix, Deluxe Paint 3, Putty & Pushover
only £319.99

A600 DELUXE ....ONLY £339.99
A600HD DELUXE........ONLY £509.99

inc. ROM sharer with 1.3 & 2.05 ROM's making incompatibility a thing of the past. The A600 HD Deluxe comes with a Built in 20 Mb hard drive

Just add 37.99 for a 2 Mb 600 Deluxe!!

THE AMAZING ZOOL PACK!!

Complete with the best selling:
- **ZOOL** (97% Amiga Computing, Nov 92)
- **STRIKER** (94% CU Amiga, June 92),
- **PINBALL DREAMS** (94% AUI, Sept 92)
- **TRANSWRITE** word processor

only £19.99 with any AMIGA!!

A600 & 1200's with built in Hard Drive plus HD kits for 600/1200's

Add £14.99 for Real Time Clock!

◆

NEW LOW PRICES!!

	HD KIT	A600	A1200
20Mb	£119.99	N/A	£534.99
60Mb	£174.99	£479.99	£579.99
80Mb	£212.99	£526.99	£626.99
120Mb	£327.99	£642.99	£742.99

Complete with 12 month back to base warranty

◆

AMIGA 3000 RANGE

25 Mhz with 52 Mb HD, 2Mb RAM...£1299.99
25Mhz with 105 Mb HD...................£1549.99

All 3000's come with Amiga Vision Hard drive & Workbench 3. 12 month on site warranty

◆

AMIGA 4000

With the power of the 32 bit processor running at 25 Mhz (upgradeable), the new double AA graphics chip set & 16.8million colours. High density 1.44 Mb floppy, 120 Mb IDE

only £2099.99

◆

***AMIGA* 1500+ only £415.99**
With 2.04 Kickstart chip and Workbench 2.04 !!

***AMIGA* 1500+ SW Pack only £445.99**
inc D Paint 3, Plat Works, Home Accounts, 3 games, Amiga Format Tips book & Joystick.

***AMIGA* 1500 *Deluxe*..only £479.99**
With the Prima ROM sharer, 1.3&2.04 Kickstart chip

◆

PRIMA REAL TIME CLOCK MODULE FOR A1200 ONLY £14.99

All Amiga's come with Workbench, mouse & 12 month warranty. The standard A600's, A1200, A3000 & A4000 come with 12 months on site warranty All 1200/600's also come with a built in integral hard disk option.

CDTV MULTI MEDIA PACK AND A570 CD ROM

Complete with CDTV, Keyboard, Mouse, disc drive Fred Fish & Workbench 1.3..**only £469.99**

CD Rom Amiga A570..only £329.99
Turns your Amiga 500 into a CDTV

65 Mb Hard Drive for the CDTV...£339.99
CDTV keyboard...only £49.99
Mouse/Joystick interface..£32.99

PRINTERS

All our printers are UK spec.

Canon Panasonic CITIZEN COMPUTER PRINTERS
HEWLETT PACKARD THE star COMPUTER PRINTERS

All our printers come with ink cartridges or toner & printer drivers (if available), paper & all cables!!

Star LC20.....................£137.99
180 cps draft, 45 cps NLQ, quiet mode and multi fonts, push button operation.

Star LC200 colour..£195.99
9 pin colour, 8 fonts, 225 cps draft, 45 cps NLQ, A4 landscape printing.

Star LC24-20.........£199.99
24 pin quality, 210 cps draft, 60 cps LQ, 16K buffer expandible to 48K, 10 fonts and LCD front display.

Star LC24-200 mono...£219.99
24 pin, 222 cps draft, 67 cps LQ, 10 fonts, A4 landscape.7k buffer expandable to 39K

Star LC24-200 colour.£269.99
Colour version with 30K buffer expandable to 62K

Star XB24-200 colour....£379.99
Professional quality with On-site maintenance, very quiet.

Star SJ48 Bubble jet.....£209.99
Laser quality, ultra quiet, Epson compatible & portable

Star SJ48 Autosheet feeder..........£49.99

Star Laserjet 4 MK3......£739.99
4 page laser, 1 years on site maintenance

Panasonic Printers

Panasonic KX-P2180.....£189.99
ultra quiet 9 pin colour, 192 cps draft, 38 cps NLQ

Panasonic KX-P 2123..£229.99
ultra quiet 24 pin colour, 192 cps draft, 64 cps LQ, 32 cps SLQ

Panasonic KX-P 4410 Laser..£609.99
5 page per minute, 2 years on site warranty!!

Citizen Printers

Citizen printers have a 2 year guarantee

Citizen Swift 9 Colour......£179.99
Excellent value 9 pin colour. Highly recommended

***NEW!!* Swift 240 Colour....£269.99**
24 pin, 240cps draft, 10 fonts, quiet mode, 240cps.

***NEW!!* Swift 200 Colour.£217.99**
Same out put as the 240 but with less facilities

Automatic Sheet feeder....£79.99

Canon BJ10ex.........£219.99
Laser quality output. Larger buffer than the StarSJ48Canon/Star bubblejet cartridges..............£17.99

***NEW!!* Canon BJ200......£347.99**
3 page a min speed, 360 dpi, small footprint & 80 page sheetfeeder

Canon BJ300...........£379.99
Desktop bubble jet with laser quality

Canon BJ330..........£519.99
Wide carriage version of the BJ300

BJ10ex Autosheetfeeder...£52.99

Hewlett Packard Printers

HP500 mono.....now £329.99
HP 500 Colour...now £419.99
HP 550 Colour...now £539.99

4 times faster than the HP500C!!

HP500 mono cartridges.................£14.99
Double life 500 cartridges.............£24.99

All HP printers come with a 3 year warranty

New!! FUJITSU PRINTERS

12 month onsite included exept DL-1150 (12 month B T Base)

Fujitsu DL-1150 Colour..............£254.99
24 pin, 10 fonts, 200 CPS

Fujitsu Breeze 100.......................£203.99
ink jet, draft & LQ mode, BJ10EX beater

Fujitsu Breeze 200 inkjet............£294.99
Fujitsu VM800 Laser 8 PPM.........£659.99

FIRST EXTRAS PACK

All the essentials required for the first time buyer & at a bargain price!! Comprises:

- Top quality microswitched Powerplay Cruiser joystick
- Mouse Mat
- Dust Cover
- 10 high quality Blank Disks
- Plus 3 games!!

only £29.99

MONITORS

All our monitors are UK spec.
All monitors come complete with a free Amiga lead

WARNING: Before you purchase a monitor make sure it has a full UK specification. You might be buying what you think is a similar monitor at a lower price but it is likely to be a "GREY" import. These monitors do not comply with British safety standards and are not covered by an official warranty

PHILIPS CM8833 MK2

stereo colour monitor

Colour stereo monitor. 600*285 line resolution, green screen facility, one years on site maintenance.

now with Lotus Turbo Esprit!!

only £224.99 UK Spec.

PHILIPS TV Tuner for the 8833..£64.99

Commodore 1084ST

Stereo Colour monitor

features but in tilt & swivel stand this new moitor from Commodore is outstanding value

only £199.99

PHILIPS BRILLIANCE

SVGA Colour monitor with *overscan* facility

The Brilliance monitor has a high quality Super VGA resolution. Includes overscan facility, .28 dot pitch.and tilt/swivel stand. 12 months on site maintenance.

1500 VERSION £389.99
with Flicker Free Video card
A500 VERSION £489.99

PHILIPS TV/MONITOR

superior to a standard TV set with full remote control and FAST TEXT

£269.99 or £219.99
without Fast Text

COMMODORE 1960 multisync

only £399.99

SPECIAL OFFERS ON ACCESSORIES with monitors
TILT & SWIVEL STANDS............................£11.99
14" MONITOR COVERS..................................£5.99

SUPRA MODEMS

The Supra-Fax Modem V.32 bis (14400 baud !!!)

Allows you to send and receive fax messages. This new modem from Supra has full 14400 baud capability. Spec includes V.32bis, V.32, V.22bis, V22, V21, MNP2-5, V.42, V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free comms software and modem cable

only £269.99!!!
OR £279.99 with

Heavy duty Prima power supply, recommended for use with the V32 bis fax modem only £10.00 when bought with modem

◆

Supra Fax Plus (up to 9600 BPS)

With the ability to send faxes! Even faster than the standard 2400 from Supra with auto dial & auto receive. 9600 bps Hayes comp. V22, V42 Bis, MNP 2-5 & auto adjust to maximise transmission speeds. Includes free modem cable & comms s/w!!

now only £139.99

◆

GP FAX SOFTWARE only £29.99 if bought with modem

◆

Supra 2400

Get on line using this great value fast modem with auto dial & receive. 2400 baud Hayes comp, V22 BIS. Inc modem cable & comms s/w!!

only £79.99

All Supra Modems come with a 5 year warranty!!

PRIMA A500 PLUS & A600 RAM

BEWARE of cheaper RAM expansions. Some dudious companies use second hand used chips. We only use new chips of the finest quality and reliability!!

3 YEAR WARRANTY!!

	A500P	A600
Unpopulated....................only	£16.99	£23.99
Populated to 512K.....only	£29.99	£36.99
Populated to 1 Mb...only	£37.99	£46.99

2 Mb A600 OR A1200 RAM card..£119.99
4 Mb A600 OR A1200 RAM card..£179.99

AMIGA A500 512K RAM by *PRIMA*
for the original 1.2/1.3 *AMIGA*..only £27.99

PRIMA ROM SHARERS

Because some older software will not run on Kickstart 2 First Computers launched the PRIMA (as supplied to Phoenix) ROM sharer. This high quality ROM sharer features a flexible ribbon connection so that it can be positioned anywhere within your A500 Plus or A600. Full 2 year replacement warranty

now only £19.99 or £27.99
for keyboard switchable version

SUPRA RAM

Simply the best! Fits onto the side expansion port Auto configures with no software patching.

When 256*4 ZIPS are used, the Supra RAM can only be populated up to 2 Mb without replacing with 1 Mb by 4 ZIPS.

8Mb pop to 1Mb...........£89.99
8Mb pop to 2 Mb (256*4zips)....£114.99
8Mb pop to 2 Mb (1Mb*4 zips)...£139.99
8Mb pop to 4 Mb....£194.99
8Mb pop to 8 Mb.......£299.99
8Mb pop to 2 Mb for
2000/1500 range......£149.99

NEW!! ACCELERATORS

The A5000 comes complete with Maths Co-pro
A5000 + 1mB 16.67 Mhz.............£154.99
A5000 + 2mB 16.67 Mhz.............£194.99
A5000 + 3mB 16.67 Mhz.............£229.99
A5000 + 4mB 16.67 Mhz.............£264.99
A5000 + 1mB 25 Mhz....................£279.99
A5000+2mB 25 Mhz......................£324.99
A5000+3mB 25 Mhz......................£419.99
A5000+4mB 25 Mhz......................£599.99

GVP GVP PRODUCTS

AMIGA A500 HARD DRIVES

NEW LOW PRICES!!

GVP Series II HD8+ 42Mb............only £299.99
GVP Series II HD8+ 80Mb........only £374.99
GVP Series II HD8+ 120Mb..........only £469.99

A500 GVP Combo's

A530 Combo 40MHz/42Mb HD..only £669.99
A530 Combo 40MHz/80Mb HD..only £759.99
A530 Combo 40MHz/120Mb HD..only £849.99
A530 Combo 40MHz/213Mb HD..only £939.99
68882 Co-Processor Kit for A530..only £214.99
32 bit 60ns 1Mb SIMM for Accelerator..only £64.99
32 bit 60ns 4Mb SIMM for Accelerator..only £179.99

1500/2000 Hard Drives

Impact Series II HC8+ with 42Mb HD..only £289.99
Impact Series II HC8+ with 80Mb HD..only £339.99
Impact Series II HC8+ with 120Mb HD..only £409.99

1500/2000 G-FORCE ACCELERATORS

G-Force 030-25MHz with 1Mb 32 bit RAM.only £459.99
G-Force 030-40MHz with 4Mb 32 bit RAM.only £729.99
G-Force 040-28MHz with 2Mb 32 bit RAM for A3000
only £1379.99

All GVP products come with a full 2 year warranty

ROCHARD DRIVES

ROCTEC A500 CONTROLLER CARD

Very similar in style to the GVP HD8+ but without a hard drive so you can fit your own. Expands to 8Mb of RAM using SIMMS

only £164.99

ROCTEC 40Mb.......£275.99
ROCTEC 80Mb....£339.99
ROCTEC 120Mb...£399.99

POWER SCANNER V3

With the latest version 3 sofware for bright & sharp grey scale performance. Flexible scanned image display manipulation options, plus Clean up, embolden, resize & flip.

NEW!! only £114.99 on demo
Colour version only £229.99

EPSON GS6500 COLOUR FLATBED
only £799.99 phone for details & demo

MICE & TRACKERBALLS

NAKSHA MOUSE only £24.99

with Operation Stealth, mouse mat, holder and 2 year warranty, 290 DPI.

Golden Image Mega Mouse

Fully micro-switched.

only £12.99

ALPHADATA OPTICAL PEN MOUSE
only £37.99

GOLDEN IMAGE
Brush mouse

New concept in mice. Held in a similar way to a pen

only £22.99

Golden Image optical mouse..£29.99
Zydec Trackerball..............£29.99
Golden Image Crystal Trackball...£38.99

DISK DRIVES

PRIMA 3.5"only £52.99

1 meg high quality external drive at a great low price.

•

Roclite 3.5" only £66.99

super slim Roclite. Best review for disk drives in Amiga Format. Now with built in virus checker and anti click device!!

•

Cumana 3.5"only £57.99

1 meg external drive. The best name in disc drives now at a great price.

OPAL VISION

24 bit graphics card & video system for the 1500 2000/3000/4000. Includes software bundle

only £635.99

GENLOCKS

GVP Genlock only £349.99

features professional SVHS output

•

Rocgen Plus only £134.99

Includes dual control for overlay and keyhole effects, extra RGB pass thru

ROCGEN ROCKEY

For creating special effects in video productionwith genlocks

only £269.99

EMULATORS

KCS Power board.........£147.99

Regarded as one of the best emulators on the market.

1500/2000 adaptor..£59.99
MS-DOS 4 or 5..£POA

KCS Power board for A600......£167.99

Vortex Golden Gate 386..£389.99

This is a PC 386-25SX Bridgeboard running at 25 MHz

Vortex Golden Gate 486..£699.99

This is a PC 486-25SX Bridgeboard running at 25 MHz

Vortex ATOnce+ 286.........£214.99

286 emulator now with 16Mhz clock speed.

ACCELERATORS

VXL30 25Mhz..................£229.99
VXL30 40 Mhz..................£349.99
68881 Co pro for above......£79.99
1 68882 Co pro for above...£119.99
32 bit 2 Mb ram for above...£189.99
32 bit 8 Mb RAM for above.£399.99

ROMBO VIDI 12 £77.99!!

No filters or RGB splitter required. Colour images can be captured in less than a second, mono images are grabbed in real time. Compatible with any video source. Inc. multitasking software, cut & paste with masking, multiframe store with animated playback, composite or s-video input, 4096 HAM support.

•

Sound & Vision £99.99!!
Vidi 12 with built in Megamix Master!!

TAKE 2 £39.99!!

Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

Megamix Master £29.99!!

8 bit, high spec. sampler. Special effects include echo that can be added in real time, fully multitasking & easy to use.

NEW!! MICROBOTICS

The new MBX1200 CO-PROCESSOR & RAM BOARD for the AMIGA 1200

Realise the full potential of your A1200 with this trapdoor expansion

68881 14MHZ............£133.00
68882 25MHZ...........£199.00
68882 50MHZ............£399.00
1mb 32 bit fast RAM £62.99
2mb 32 bit fast RAM ..£119.99
4mb 32 bit fast RAM ..£204.99

DRAM & CUSTOM CHIPS

1mb by 8/9 SIMMS (3 chip)..£28.99 per Mb
4 Mb by 9 Simms ....£114.99 per 4 Mb
1 Mb by 4 DRAMS................£42.99 per 1 Mb
1 Mb by 4 ZIPS.................only £39.99 per Mb
256 by 4 DRAM (DILs) ideal for A590 and others
4+ (512K)................................now only £3.49
8+ (1Mb)..................................now only £3.29
16+ (2Mb)................................now only £3.09
Kickstart 1.3...£27.99
Kickstart 2.04...£35.99
Fatter Agnes 8372A...................................£32.99
Super Denise..£23.99
6571-0326 Keyboard controller.............£9.99
CIA 8520A I/O controller.......................£8.99

ACCESSORIES

Real Time A1200 internal clock module............£14.99
Tecno Plus Pro Midi Interface with Sequencer 1 Plus and 2 midi cables ....only £41.99
Mouse/joystick port switcher......................only £13.99
Computer Video Scart Switch....................only £19.99
2 way Parallel port sharer box inc cable....only £17.99
Amiga Sound Enhancer Plus by Omega Projects. Hear the Amiga's sound like you've never heard it before!............only £36.99
PRINTERFACE (ADDITIONAL PRINTER PORT FOR THE 1500/2000/3000)............................£35.99
QUALITY MOUSE MATS.........................£3.99
20 CAPACITY DISK BOX........................£2.99
40 CAP LOCKABLE DISK BOX.....................£4.99
100 CAP LOCKABLE DISK BOX...................£6.99
*90 CAP STACKABLE BANX BOX..............£8.99
*150 CAP STACKABLE POSSO BOX........£16.99
*add £3.00 delivery if purchasing just one Posso or Banx box. Free delivery when purchased with other product or when buying 2 or more.
AMIGA A500 DUST COVER........................£3.99
AMIGA 600 COVER....................................£2.99
14" MONITOR DUSTCOVER.......................£6.99
12" MONITOR DUSTCOVER.......................£5.99
AMIGA TO SCART CABLES.........................£9.99
STD 1.8 METRE AMIGA PRINTER LEAD....£4.99
MODEM AND NULL MODEM CABLES......£9.99
2 WAY Parallel port sharer.............................£17.99

DISKS

All 3.5" disks are GUARANTEED FOR A LIFETIME & are CERTIFIED 100% ERROR FREE. Our DS/DD disks are high quality magnetic media & are extensively used by duplicating houses

QTY	3.5" *Bulk*	OR *VERBATUM BRANDED*
10	£5.29	£6.99
30	£15.29	£17.99
50	£22.99	£28.99
100	£41.99	£54.99
200	£74.99	£99.99
500	£172.99	£POA
1000	£343.99	£POA

Branded disks come complete with labels
Disk Labels....500...now only £6.99
Disk Labels..1000....now only £9.99

SOFTWARE

BUSINESS

Home Accounts 2..£37.99
INTERSPREAD..................only £24.99
Mini Office...£42.99
NEW!! PERSONAL FINANCE MANAGER Plus only £29.99
PLATINUM WORKS....only £39.99!!
Excellent integrated business/office pack, with powerful 123 comp spreadsheet, word processor & database

EDUCATIONAL

NEW!! 6 Pack compendium...........only £29.99
inc. Kids Type, Weather Watcher, Calender Quiz, Words & Numbers, Game Set & Match + What is it? Where is it?
NEW!! Childs Play talking word processor...£24.99
NEW!! Gallery Multi-Media Dbase..............£44.99

MISCELLANEOUS

A Talk comms Software..........................£9.99
Distant Suns new version!!....................£49.99
New Low Price!! GB Route Plus....................£45.99
GP FAX Software......................................£39.99

MUSIC/SOUND

Audio Master version 4...............................£43.99
Audio Engineer Plus V2..........................£159.99
NEW!! Clarity 16 sampler.........................£105.99
Deluxe Music Construction Set...................£49.99
Music X JUNIOR......................only £12.99
NEW!! SUPER JAM........................£42.99

PROGRAMMING

Amos Creator...£34.99
Amos Compiler...£21.99
Amos 3D...£25.99
Amos Professional..£47.99
DEVPAC 3...£50.99
Easy AMOS..£24.99
GFA BASIC 3.5 Interpretor.................only £19.99
GFA Basic Compiler......................................£POA
SAS C Language Version 6.........................£212.99

UTILITIES

AMIGA RELEASE 2 UPGRADE KIT

Complete with: Kickstart 2.04 CHIP, Workbench 2.04, Install, Fonts & Extras disks full manual set

only £77.99

NEW!! Cross Dos V5..£19.99
Directory Opus 3...£26.99
NEW!! Directory Opus 4............................£49.99
QUARTERBACK V5...........now only £32.99
Latest version of this Fast & Famous hard disk backup utility.
Quarterback Tools..........................now only £43.99
Xcopy Pro inc. hardware..............................£33.99

VIDEO AND GRAPHICS

DIGI-VIEW GOLD MEDIA SYSTEM

Complete graphics presentation package. Complete with Digi-View Gold, Digi-Paint 3 & Elan Performer

now only £119.99

37 Compugraphic fonts Vol 1, 2, or 3 by GT.only £9.99
NEW!! Adorage (creates special video effects).£61.99
Amiga Vision...................................now only £19.99
Art Department Pro 2.1......................only £129.99
NEW!! ART EXPRESSIONS........By SoftLogic £145.99
NEW!! BRILLIANCE Pro. paint and Animation...£POA
NEW!! CALIGARI 24 3D Design and animation.....£ POA
NEW!! Deluxe Paint 4 AA.............................£69.99
EXPERT DRAW.................................only £49.99
EXPERT 4D JR..................................only £37.99
Flexidump printer utility..............................£31.99
NEW LOW PRICE!! Imagine V2................£119.99
Make Path for Vista...£28.99
NEW!! Morph Plus...£149.99
Pro Draw 3..£POA
Scala 500...£75.99
Take 2...£39.99
TURBO PRINT..£39.99
TRUE PRINT/24...£41.99
NEW!! VIDEO DIRECTOR...........................£124.99
NEW!! VIDEO MASTER...............................£49.99
Vista Pro 2 (2 Mb required)........................£62.99

WORD PROCESSING/DTP

FINAL COPY *UK version 2!!*....only £65.99
From the writers of PenPal. inc. built in outline fonts, full graphics import capability (IFF and HAM), UK thesaurus, spelling checker & detector, insert date, time, & page no, crop & scale graphics, multiple columns, magnified & reduced page view & much more.
New! KINDWORDS V3...only £36.99
Very similar to Wordworth
PENPAL 1.4................................only £39.99
Best selling feature packed word publisher with database.
PAGESTREAM 2.2................only £126.99
Powerful DTP package that we recommend and use.
NEW!! PAGESETTER 3........................£29.99
Hot Links..£48.99
NEW!! PRO PAGE PROFESSIONAL V4....£POA
Pro Page professional V3 DTP...now £99.99
Protext 4.3 W/P..........................now only £39.99
Protext 5.5 W/P..........................now only £74.99
NEW!! Prowrite 3.3..£38.99
NEW!! THE PUBLISHER DTP............£36.99
WORDWORTH 2 word publisher....£72.99
requires 1.5 Mb RAM and 2 drives or HD

PHONE COLD CRAZY!

Do you want the complete cheat to Street Fighter 2? How about a nice, shiny A1200? Still not satisfied? Well, call our tips line for the best tips to the hottest games. Don't delay.

Have you ever been stuck on the third level of a game, and searched frantically through every back issue you have, and still not been able to find that all important hint or cheat. Have you just rushed home from your local games store to find that you can't get off the first screen of 'Space Zombies'? Do you wish you had a weekly update of all the hottest cheats around, and didn't have to rely on a single screen of teletext for your news? Do you feel that your A500 just doesn't cut the mustard any more, but can't afford to upgrade your machine? Would you like to be ahead of the magazines – even CU Amiga?

Now you can. CU Amiga proudly brings you the hottest phone lines since the Batphone. The CU tips lines are here to help you where you need help, to answer your every question, and to give you some idea of what we all sound like. That's not all. Each month we'll bring you a complete run down on the hottest game of the month, giving you playing tips and tactics, cheats to see you through to later levels, and tricks to amaze your friends. We have a full cheats line updated every week, so we can bring you the tips as soon as we get them – long before they reach any magazine pages. We'll cover the latest games as well as some golden oldies that still have you all tearing your hair out in frustration. On top of all that, we have exclusive competitions to win prizes other magazines only dream of, and much more. This month there's the chance to win a brand, spanking new A1200, so you can make the most out of Commodore's latest advance in home computer technology. All you have to do is pick up the phone!

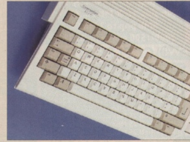
GET PERMISSION!

Very important note: These calls are charged at the Premium rate, so they cost more than a standard call. If you are under 18, please check with the owner of the line before making the call. Calls are charged at 36 pence a minute cheap rate, 48 pence a minute at all other times. These lines may require a long call. Calls should last no longer than five minutes.

STREET FIGHTER 2 – 0839 500 875

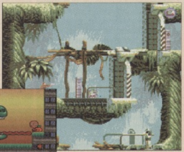
This month we give you the complete players guide to US Gold's fabulous *Street Fighter 2*! Over 40,000 copies of the game were sold in the run up to Christmas. so is this the fastest selling Amiga game ever? Are you having problems with your special moves? Do you want to know who is best against the bosses? Do you want to know the best surprise moves to take out any other human opponent? Everything you need to know and more can be found on this number.

COMPETITION TIME – 0839 500 876

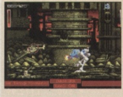


As everybody knows, Line 2 is competition time and what a humdinger of a prize we have for you this month! It's fast! It's almost white! It's got a numeric keypad! It's a Commodore A1200, and it can be yours for the cost of a phone call. All you need to do is call the above number, listen to the recorded questions, and when prompted to do so, leave your answers, followed by your details (name, address, telephone number) as described on the line. The closing date for all entries is 26th of March 1993, and the winner will be notified by post. The editor's decision is final, and no correspondence will be entered into. Employees of EMAP are not eligible to enter.

TIPS LINE – 0839 500 877



Line 3 is the fastest tips line available, updated every week to bring you the hottest cheats around. Tips on this line probably won't have been seen anywhere else, and will more often than not be of brand new games, as well as classic oldies. So, if you're the sort of person who likes to make huge bets with your friends that you can finish a game faster than them, call this line to find out how.



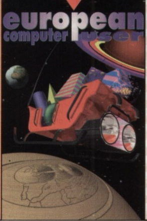
IMPORTANT

Please do not call these lines before 22nd February as you won't get anything before then. The lines become operative on that date. These lines will not be operative after 22nd March 1993. Sorry, these numbers are only available to UK residents.

AT ECU, WE TAKE YOUR GAME PLAYING SERIOUSLY

TITLE	PUBLISHER	PRICE
3D CONSTRUCTION KIT 2	DOMARK	32.99
4D SPORTS BOXING	CLASSIC	11.99
AIR SUPPORT	PSYGOSIS	16.99
ALIEN BREED SPECIAL ED	TEAM 17	9.99
AQUATIC GAMES	MILLENNIUM	16.99
ARCHER MACLEANS POOL	VIRGIN	16.99
ASSASSIN	TEAM 17	19.99
AV8B HARRIER	DOMARK	23.99
BANE OF COSMIC FORGE	US GOLD	25.50
BAT 2	UBI SOFT	23.99
BATTLECHESS	STAR PERFORMERS	9.99
BATTLE ISLE	UBI SOFT	19.99
BATTLE ISLE ADD-ON	UBI SOFT	14.99
BATTLE OF BRITAIN	LUCASFILM	19.99
B C KID	UBI SOFT	16.99
BEAST 3	PSYGNOSIS	19.99
BIG RUN	STORM	5.99
BILLS TOMATO GAME	PSYGNOSIS	19.99
BODY BLOWS	TEAM 17	17.99
CAMPAIGN	EMPIRE	22.99
CIVILIZATION	MICROPROSE	23.99
COMBAT AIR PATROL	PSYGNOSIS	19.99
COOL WORLD	OCEAN	16.99
COVERT ACTION	MICROPROSE	22.99
CRAZY CARS 3	TITUS	15.99
CRUSADERS OF THE DARK SAVANT	SSI	29.99
CRYSTAL KINGDOM DIZZY	CODEMASTERS	14.99
CURSE OF ENCHANTIA	CORE	22.99
CYTRON	PSYGNOSIS	19.99
D/GENERATION	CLASSIC	11.99
DARKMERE	CORE	23.99
DOODLE BUG	CORE	16.99
DOUBLE DRAGON 3	STORM	7.99
DRAGON'S BREATH	GBH	8.99
DUNE	VIRGIN	19.99
DUNGEON MASTER/CHAOS	PSYGNOSIS	19.99
DYNABLASTERS	UBI SOFT	19.99
EPIC	OCEAN	19.99
EYE OF THE BEHOLDER 2	US GOLD	23.99
EYE OF THE BEHOLDER	US GOLD	15.99
F16 COMBAT PILOT	ACTION 16	8.99
FALCON	ACTION 16	11.99
FIRE AND ICE	RENEGADE	16.99
FIRE FORCE	ICE	13.99
FORMULA ONE GP	MICROPROSE	22.99
GOBLIIINS	DREAM FACTORY	16.99
GRAHAM TAYLORS FOOTBALL	KRISALIS	16.99
GUNSHIP 2000	MICROPROSE	23.99
HUMANS	MIRAGE	15.99
INDY JONES FATE OF ATLANTIS	US GOLD	25.50
INDY HEAT	STORM	5.99
INTL RUGBY CHALLENGE	DOMARK	16.99
ISHAR	SILMARILS	13.99
JACK NICKLAUS GOLF	HIT SQUAD	6.99
JAGUAR XJ220	CORE	16.99
JOHN MADDENS FOOTBALL	ELECTRONIC ARTS	16.99
KGB	VIRGIN	19.99
KINGS QUEST V	SIERRA	25.99
LEGEND OF KYRIANDIA	VIRGIN GAMES	19.99
LEGENDS OF VALOUR	US GOLD	26.50
LEMMINGS 2	PSYGNOSIS	19.99
LEMMINGS DOUBLE PACK	PSYGNOSIS	19.99
LETHAL WEAPON 3	OCEAN	14.99
LINKS	US GOLD	24.50
LINKS COURSES DISKS	US GOLD	12.99
LOTUS 3 ULTIMATE CHALL	GREMLIN	14.99
LURE OF THE TEMPTRESS	VIRGIN	19.99
M1 TANK PLATOON	MICROPROSE	19.99
MERCENARY 3	NOVAGEN	9.99
MIGHT & MAGIC 3	SSI	23.99
MONKEY ISLAND 2	US GOLD	25.50
MOTORHEAD	VIRGIN GAMES	12.99
MYTH	SYSTEM 3	9.99
NICK FALDO'S GOLF	GRANDSLAM	23.99
N. MANSELLS WORLD CHAMP	GREMLIN	19.99
NODDY'S PLAYTIME	JUMPING BEAN	16.99
NORTH AND SOUTH	ACTION 16	6.99
PARASOL STARS	OCEAN	16.99
PINBALL DREAMS	21ST CENTURY	16.99
PINBALL FANTASIES	21ST CENTURY	19.99
POPULOUS 2+	ELECTRONIC ARTS	23.99
POPULOUS 2 DATA DISK	ELECTRONIC ARTS	11.99
POPULOUS	STAR PERFORMERS	9.99
PREMIERE	CORE	19.99
PREMIER MANAGER	GREMLIN	16.99
PROJECT X (1 MEG)	TEAM 17	16.99
PUTTY	SYSTEM 3	16.99
REACH FOR THE SKIES (1 MEG)	VIRGIN GAMES	19.99
ROAD RASH	ELECTRONIC ARTS	16.99
ROBOSPORTS	OCEAN	19.99
SABRE TEAM	KRISALIS	16.99
SECRET OF MONKEY ISLAND	US GOLD	16.99
SENSIBLE SOCCER	RENEGADE	16.99
SHADOWORLDS	KRISALIS	16.99
SHOOT EM UP CONS KIT	PALACE	6.99
SHUTTLE	VIRGIN	19.99
SLEEPWALKER	OCEAN	16.99
SPACE QUEST IV	SIERRA	24.99
STREETFIGHTER 2	US GOLD	17.99
SUPER FROG	TEAM 17	19.99
SUPER HERO	PSYGNOSIS	19.99
SUPER TETRIS	MICROPROSE	19.99
TEAM YANKEE 2	EMPIRE	19.99
THE CHAOS ENGINE	RENEGADE	19.99
THE PERFECT GENERAL	UBISOFT	21.99
TRODDLERS	STORM	14.99
TV SPORTS BASEBALL	MINDSCAPE	11.99
UNIVERSAL MONSTERS	OCEAN	16.99
WAXWORKS	ACCOLADE	23.99
W/C LEADERBOARD	KIXX	8.99
WING COMMANDER	MINDSCAPE	23.99
WIZ KID	OCEAN	16.99
WWF 2 RAMPAGE	OCEAN	16.99
ZOOL	GREMLIN	16.99
COMPILATIONS		
AWARD WINNERS	POPULOUS/K.O.2/PIPEMANIA/SPACE ACE	16.99
BITMAP BROS VOL 1	XENON/CADAVER/SPEEDBALL 2	16.99
COMBAT CLASSICS	TEAM YANKEE/688 ATTACK SUB/F15 STRIKE EAGLE 2	19.99
DIZZY COLLECTION	FAST FOOD/KWIK SNAX/MAGIC LAND/FANTASY WORLD/TREASURE ISLAND	16.99
DIZZYS EXCELLENT ADVENTURES	SPELLBOUND/PANIC/+3 OTHER DIZZY GAMES	16.99
DOUBLE CONFRONTATION	MEGALOMANIA/FIRST SAMURAI	19.99
DREAM TEAM	T2/WWF/SIMPSONS	16.99
FANTASTIC WORLDS	REALMS/PIRATES/WONDERLAND/TETRIS	23.99
LOST TREASURES OF INFOCOM	INFIDEL/SUSPECT/BALLYHOO/HITCHHIKERS/+16 OTHERS	29.99
MAGIC WORLDS	DRAGONS BREATH/STORM MASTER/CRYSTALS OF ARBOREA	19.99
MEGAMIX	LEANDER/AGONY/ORK	19.99
MEGASPORTS	SUMMER GAMES 1 & 2/CALIFORNIA GAMES/WINTER GAMES/THE GAMES	19.99
POWERPACK 2	IT CAME FROM THE DESERT/BATTLEMASTER/PRED 2/WINGS	19.99
PSYCHOS SOCCER COLLECT	KO2/INT SOCC CHALL/WORLD CHAMP SOCC/MAN U	19.99
RAVING MAD	RODLAND/ROBOCOD/MEGATWINS	16.99
SPORTS MASTERS	PGA TOUR/INDY 500/EURO CHAMP 92/ADVANTAGE TENNIS	19.99
STRATEGY MASTER	DEUTEROS/CHESS PLAY 2150/POPULOUS/SPIRIT EXCAL/HUNTER	21.50
SUPER ALL STARS	STEG THE SLUG/MAGIC LAND DIZZY/CAPT DYNAMO/ROBIN HOOD/CJ IN USA	16.99
SUPER FIGHTER	FINAL FIGHT/WWF/PITFIGHTER	16.99

THIS IS THE FRONT COVER TO THE EUROPEAN COMPUTER USER MAGAZINE. FULL DETAILS OF ST, AMIGA AND PC RELEASES, COMMENTARY BY EXPERTS AND NO FAKE SCORES. FOR YOUR COMPLIMENTARY COPY, CALL US TODAY (NO PURCHASE NECESSARY)



PHONE HOTLINE: 0480 498889
FAX HOTLINE: 0480 496379

EUROPEAN COMPUTER USER Units A2/A3 Edison Road, St Ives, Huntingdon, Cambs, PE17 4LF.
Phone 0480 498889, Fax 0480 496379. Office hours Monday to Friday 9.00am to 6.00pm. Answer machine operates outside office hours. Personal callers welcome. Credit card orders charged only on despatch of games (no surcharge). Allow 5 working days from receipt of order for cheque clearance. Make cheques, postal orders and international money orders (sterling only) payable to EUROPEAN COMPUTER USER.

All items featured are SUBJECT TO AVAILABILITY. All prices are subject to change without notice. E & O E. All orders are dealt with immediately provided the goods are in stock at the time of your order being processed. However, we may take up to a maximum of 28 days to deliver from receipt of order, with the exception of overseas orders which make take longer.

POST AND PACKAGING: UK, 75p per item 2nd Class, £1.50 per item 1st Class, £1.80 per item 1st class recorded. EEC £2.75 per item, non EEC £3.75 per item, Express Air mail £4.75 per item.

VISA

If you do not wish your details to be added to our database for other direct mail, including regular issues of ECU magazine, please tick the box on the form provided, or tell our staff when you call.

SOME TITLES MAY NOT BE RELEASED AT THE TIME OF GOING TO PRESS
PLEASE TELEPHONE FOR AVAILABILITY AND A COPY OF OUR FULL TERMS AND CONDITIONS.

MasterCard

NAME
ADDRESS

POSTCODE PHONE
ITEM PRICE
ITEM PRICE
ITEM PRICE
POSTAGE
TOTAL

Visa/Mastercard/Switch Number:
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

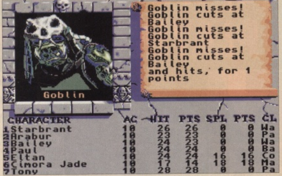
Switch issue No: Card Expiry Date:

SIGNATURE: ______________________

☐ TICK THIS BOX IF YOU DO NOT WISH TO BE ENTERED ONTO THE ECU DATABASE

Make cheques payable to: European Computer User & send to :
Units A2/A3 Edison Rd,
ST Ives, Huntingdon,
CAMBS PE17 4LF

CU AMIGA MARCH 93

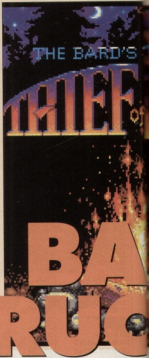


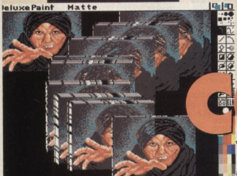
Goblin misses!
Goblin cuts at
Bailey
Goblin misses!
Goblin cuts at
Starbrant
Goblin misses!
Goblin cuts at
Bailey
and hits, for 1
points

CHARACTER	AC	HIT	PTS	SPL	PTS	CL
1Starbrant	10	26	26	0	0	Wa
2Arabur	10	23	23	0	0	Pa
3Bailey	10	24	23	0	0	Wa
4Paul	10	24	24	0	0	Ba
5Eltan	10	24	24	16	16	Co
6Cimora Jade	10	17	14	18	18	Ma
7Tony	10	28	28	0	0	Pa

Top: Combat in the Bard's Tale is not played in real time, but at least it means you have all the time in the world to decide who shall hit whom.

Bottom left: Using paint packages like *DPaint* you may create and import full screen title screens into your own game just like those used in the original trilogy. On the other hand if your drawing skills don't quite match up to your imagination, there is a library of beautiful graphics provided.



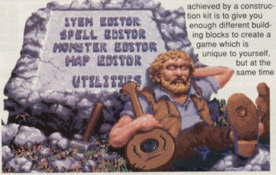


THE BA
CONSTRUC

Exclusive – CU Amiga's resident adventure expert, Tony Gill, likes the Bard's Tale Games so much that he has bought the company!

Well, maybe the exclusive is being a little 'economical' with the truth, but I have done the next best thing, I've bought the software which built the *Bard's Tale* games.

If there is one thing that is more fun than playing games, it's creating your own. But, there is one tiny problem associated with writing your own computer games – it's damn hard work. Of course, you can let someone else do the difficult bit for you, and Interplay has done just that. There have been many game construction packages on the market in the past and it's got to be said that it's a bit of a game just trying to use most of them. The trick which must be achieved by a construction kit is to give you enough different building blocks to create a game which is unique to yourself, but at the same time to keep the package simple enough for the average user to handle.



All of the games you can create with this system will look similar to one of the legendary *Bard's Tale* role playing games. The main screen will be identical and all of the options will be the same. The combat sequences and the spell casting techniques will also operate just as they did before. There are a limited number of graphic tiles available to be used as walls, doors, trees, houses, etc. with which you'll be able to construct your dungeons and cities so, yet again, the graphics of your game will be identical to every other one.

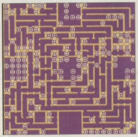
In the main you'll also use the library of pictures for the monsters and the fighters provided, simply because they have supplied you with approximately 30 great mug shots which you probably couldn't better yourself. You can import graphics from the likes of *Deluxe Paint* but, surprisingly, this kit doesn't make it as easy to do as it should be.

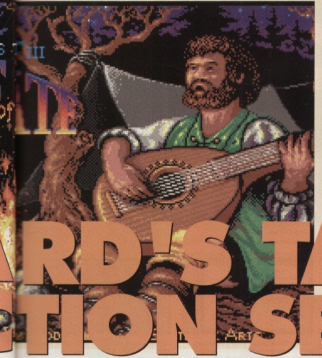
Left: **A menu of editors and utilities are available which require you to simply point and click on the many monsters and middle-earth items which can be scattered around your magic kingdom.**

WHAT'S NEW?

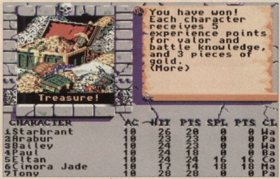
So, what can you bring to a game of your own creation? For a start, you can design the actual layout of the world, placing monsters, secret doors and 'specials' wherever you like. You can create new spells and decide who can and cannot use them. You can also decide which sound effect goes with these new spells and choose from a large list of options what effect the spell will have. However, it's in the ability to create 'specials' that you will have the

Below: **The map editor is easy to use. Simply point and click where you want to build a sewer wall or insert a secret door and the dungeon monsters will have the scaffolding up in no time. You can also place 'special' spots where cunning traps and magical events will take place, then nip inside and test them out.**





RD'S TALE
TION SET



```
You have won!
Each character
receives 5
experience points
for valor and
battle knowledge,
and 3 pieces of
gold.
(More)
```

```
 CHARACTER          AC  HIT  PTS  SPL  PTS  CL
1Starbrant          10   26   20    0    0  Wa
2Arabur             10   23   23    0    0  Pa
3Bailey             10   24   23    0    0  Wa
4Paul               10   24   18    0    0  Ba
5Eltan              10   24   24   16   16  Co
6Cimora Jade        10   17   14   18   18  Ma
7Tony               10   28   28    0    0  Pa
```

And what does all this monster-bashing mean? Bashing means points, and points means treasure!

power to put your stamp on the game. When you design your world using the map editor, you can place 'special' points wherever you like and then decide what will happen to the player when he arrives at that point. Each 'special' will have a name, and you will be able to choose (from an option list) what the game should do when the special square is entered. The option may be a single effect, such as a message being displayed (e.g. 'Turn Back or you'll be sorry!'), or you can have up to 20 lines of complex logic taking place, including graphics and sound effects.

With many game creators it's this part of the job where things get tough. There has to be some way in which you can tell the computer what you want to happen, and this generally involves typing something resembling a piece of computer language. Being human, it is here where things always go wrong. Either you mistype something, or you simply can't work out what you should type to implement your great idea.

Consequently, when you test your creation the game either goes loopy and hangs up, or it gives out some meaningless message in techno-speak. To get around this problem, the *Bard's Construction Set* forces you to select each line of code from a long list of options which the designers have worked out to deal with most eventualities. The only bits you will be allowed to type yourself are those which won't make the game fall over. You may decide you want a monster to appear at some special place and steal some of your gold. In that case you will select which monster you wish to appear, which graphic screen will be shown for it, what line of text it will say, and how hard the monster will thump, should you decide to select the option 'No' to its demands. You won't be able to type in a semi-colon in the wrong place which will make the whole thing go 'phut'!

MANUAL OPERATION

Surprisingly, the manual is only 42 pages long which initially looks encouraging, but experience soon proves that it could have done with being bigger to answer all of the questions which you have. A picture is worth a thousand words and in this case the package includes a small game which you can take to pieces to see how its sprockets and springs go together. There is a 'Test Game' section which allows you to jump into

your creation at any point and try out a section, but I was surprised that it doesn't include any test options which would allow you to monitor and set 'flags' or other variables which you will want to inspect.

CONCLUSION

This game creator is much easier to use than most of the others I have come across, which means that with a bit of effort you will actually be able to create a finished game. The 'downside' is that all of the games will superficially look the same. All creation requires perspiration, and to create a game which really has something different in it, you will need to spend a long time wrestling with the more awkward aspects of the package, namely the graphics and the 'special' logic sections. This type of open-ended software is what computers are really all about. It's unlikely that you're ever going to create a game which will make you money, but the weeks of creative fun contained in the box will be it's own reward.

THE TRILOGY

Set in the remote island of Skara Brae, the *Bard's Tale* games are a legend with role-playing gamesters. The graphics were crude and the combat was not 'real time', so what did they have which made them sell in their hundreds of thousands all over the world? For a start each game is played over a huge world map containing countless dungeons and cryptic puzzles which will keep the imaginative player hacking away for months. The simple graphics meant that there was lots of space to fill up with spells which could have unusual effects on your team, but didn't have to have complex sounds and graphics to accompany them. The combat system allows the player to carefully plan each 'round' and not simply rely on the speed of the mouse response, which meant the games appealed to the older and more cerebral player.

When *Dungeon Master* and the *Eye of the Beholder* games came along the appeal of the *Bard's* games waned and died as younger players demanded more and more special effects and the feeling of 'being there'. Few of the older style games are still around.

EA: £29.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☒
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☒

£29.99 ELECTRONIC ARTS, 90 HERON DRIVE, LANGLEY, BERKS SL3 8XP. TEL: 0753 549442

RELEASE DATE:	JANUARY
GENRE:	GAME CREATOR
TEAM:	INTERPLAY
CONTROLS:	MOUSE/KEYBOARD
NUMBER OF DISKS:	3
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	0◆◆◆◆◆◆◆◇◇◇10
SOUND	0◆◆◆◆◆◆◆◇◇◇10
LASTABILITY	0◆◆◆◆◆◆◇◇◇◇10
EASE OF USE	0◆◆◆◆◆◆◆◆◇◇10

> *... easier to use than most of the other game construction kits.*

OVERALL 75%

TROLLS

Have Flair come up with a contender for the 'Most Console-like platform game'? Tony Dillon swaps his pen for a joystick.

Trolls sure have changed a lot since I was little, reading stories about the terrible ogres that lived under bridges and molested goats. Now, it seems trolls are small and sweet, with lovely, fluffy hair and a big smile for everyone they meet. Children used to be terrified, and now all they want are cute little troll dolls. This game doesn't actually have anything to do with the mega-popular toy, but the main character is similar.

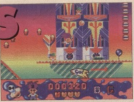
In much the same vein as Millennium's *Robocod*, *Trolls* is set in a toy shop where a myriad of terrible things have happened. In true fairy tale-style, this particular toy shop has come to life, only none of the other toys like our little troll, and want nothing more than to smash him to pieces or even, gulp, make him fall off the shelf! A quaint setting for a platform game, don't you think?

So, a platform game it is, and once again we have one that has 'console' plastered all over it. Thirteen squillion colours on screen at once, 78 gigabytes of sampled sounds and music, and more playability than table tennis [*Less of the porkies and more of the review please – Ed.*].

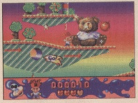
Trolls is highly entertaining and very, very playable. Set over seven different 'worlds', the game takes you from the sweet section of the toyshop (as usual, although I miss the Chupa Chups from *Zool*), through the Media Section with its entertaining newsprint backdrop, telling of alien pigeons saving the world, through to Fairground land and Fable land, all played out across the glorious, high speed, multi-coloured landscapes we've all come to expect from such games.

As you run and bounce your way around the levels, you have two aims. One is to complete the set task, usually to find a certain amount of baby trolls and take them to the pig stop. A pig stop is like a bus stop, except you wait for Pigasus (groan!), the winged pig! Your second aim is to collect the bonus letters.

These are hidden in balloons dotted around the levels. As you walk past a balloon, it bursts, sending the object inside sky high. You have to wait around to catch it, and it could be anything from a letter to a bonus object (points or health) or one of the special objects complete with hair dye. Collect all the letters, and you get to play a bonus game, where you have to collect as much as possible, and still find your way to the exit before time runs out.



Most of the levels are like mazes, so by way of a helping hand, paths are marked out with bonus items.



Toy World, and as you can see the most menacing thing on screen is a space hopper. Mind you, it is twice your size...

Visually, the game has little new to offer and it's full of the same old cuteness and visual jokes which, while being no bad thing, still makes me pine for something fresh.

It plays well, and the controls are responsive enough. It's a great way to lose a few evenings of your life. If you like platform games, and you're looking for a new challenge, then you could do a lot worse. It isn't one of the best, but it is up there in the top 10 percent. All that's needed now is a little more originality.

TROLLS: £25.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

FLAIR, THE SMITHY SIDE, PONTELAND, NEWCASTLE. TEL: 0661 860260.

RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	0◆◆◆◆◆◆◆◆◇◇10
SOUND	0◆◆◆◆◆◆◆◆◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◇◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◇◇10

> *'Entertaining enough, but we've seen it all before'*

OVERALL 79%

SIM CITY DE LUXE

Sim City is definitely a game that needs no introduction. After selling over a million and a half units around the world, it paved the way for products like *Sim Earth*, *Sim Ant* and *Sim Life*, and now has come full circle with *Sim City Deluxe*, everything you could ever need to be Mayor.

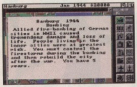
The basic premise of *Sim City* is that you act as a sort of God/town planner/mayor of a small city. On the face of it this seems to be a completely boring idea, but it turns out to be on of the most riveting Amiga games.

Inside the glamorous black and gold box are three packages, which link together to create a complete system. There's the original *Sim City*, of course, where you do all the actual town planning and management – the heart of the game itself. Alongside that are the previously released *Sim City Terrain Editor* and *Architecture 1*. The *Terrain Editor*, not surprisingly, allows you to alter terrain to your liking, so you can place your town on a rock plateau, or under 30 feet of water, which isn't advisable. *Architecture 1*, on the other hand, is a set of three new scenarios for you to work with, all based in the far future (Future Europe, Future USA and a Moon Colony), and add stacks more challenge to a product that'll already keep you up at nights and indoors at weekends.

Sim City is now four years old, and thankfully it's still every bit as enjoyable as it always was. To say it's a classic would be like saying Tetris is a good puzzle game. If you don't have *Sim City* already, then there's no better way to get hold of it.

Tony Dillon
Infogrammes £35.99

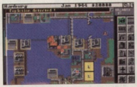
92%



Hamburg Jan 1944

Hamburg 1944
Bombing
Allied fire-bombing of German cities in WWII caused tremendous damage and loss of life. People living in the inner cities were at greatest risk. You must control the firestorms during the bombing and then rebuild the city after the war. You have 5 years.

You don't have to build a city from scratch. If you like, you can re-enact famous building periods, such as Hamburg after World War 2.



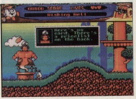
Oh dear, a fire in the factory. Not the best sign when you're trying to build the economy!

CRYSTAL KINGDOM DIZZY

I've been reviewing games for the past six years, and *Dizzy* was one of the first games I ever reviewed! *Crystal Kingdom Dizzy*, is the seventh *Dizzy* game to date! Why? What makes Philip Oliver keep churning them out, even though this style of game went out with the Spectrum?

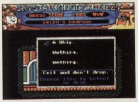
This time the story tells of the magical treasure of the Yolkfolk, which has been stolen, and of a young egg-like being called Dizzy who goes to recover it. To do this, he has to work his way through five medium sized levels composed of flip-screen platform action with a couple of traps and loads of puzzles.

The thing that struck me first about the game was how incredibly easy all the puzzles seem to be. I don't know, maybe I'm too clever, but if someone says to me 'I wish I had a screwdriver' and then I find a screwdriver hidden in a tree, it doesn't seem too difficult to put two and two together.



Here's my card. There's a pricelist on the back.

Who can say what the genie will grant you? Who can say what the desires of an egg are?



A Whip.
Nothing.
Nothing.
Exit and don't drop.
Choose item to select or drop.

You can only carry three items at any one time, but I doubt you'll even need that many.

Visually, the game could be any of the seven titles. *Dizzy* still spins when he jumps (hence his name) and the same simple backdrops accompany the same detail free sprites. The game is obviously trying to be cute, but there are none of the little touches and expressions found in other, far better titles.

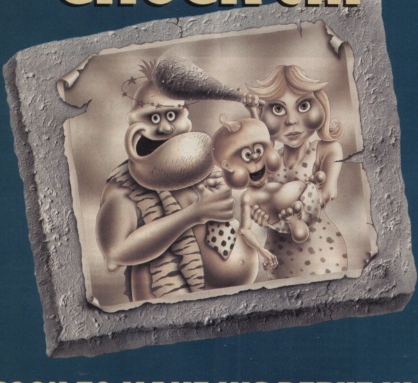
Crystal Kingdom Dizzy is much the same as any other *Dizzy* game. Save your money and avoid it.

Tony Dillon
Codemasters £7.99

48%

CHUCK & OPHELIA ROCK
WISH TO ANNOUNCE
THE BIRTH
OF THEIR NEW SON

'CHUCK Jnr'



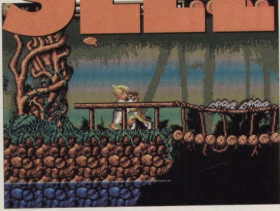
SOON TO MAKE HIS DEBUT IN...

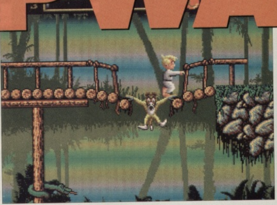
CHUCK ROCK 2
SON OF CHUCK

CORE
DESIGN LIMITED

Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

SLEEPWA





Top left: It's rough in the jungle, as they say. This is actually the local zoo – creepy crawlies lie in wait around every corner. *Top right*:To keep Lee on a tighter lead, instead of kicking him across a gap, make yourself into a bridge!

Call me a miserable stingy old git if you will, but I used to find all those 24-hour TV charity shows such a drag. Nothing but an endless stream of boy scouts singing 'Ging gang gooly', and bank managers presenting giant cardboard cheques, all to the constant raucous applause of a hyped-up studio audience. That was was before Comic Relief came along and showed us all how it should be done. Swap Judith Chalmers and Michael Aspel for a bunch of the country's best comedians, scrap the boy scouts and replace them with quick-fire comedy sketches, and cut out all that depressing music on the serious bits. The cash they raise speaks for itself. For this year's event, as well as all the T-shirts, splats and noses, Comic Relief have teamed up with Ocean to release *Sleepwalker*. For every game sold, Comic Relief get £4.32.

Yeah yeah, but the game's bound to be a load of rubbish, right? Being the sceptical sod that I am, that's what I was expecting, but I was pleasantly surprised to find it's actually a pretty good little game.

CARTOON CAPERS

Did you ever see that cartoon, where a bloke gets out of bed one night and starts sleepwalking down the street? His dog has to save him from countless grisly deaths, as he marches obliviously through building sites and across busy roads. The Ocean boys must have seen it, because that's *Sleepwalker* in a nutshell.

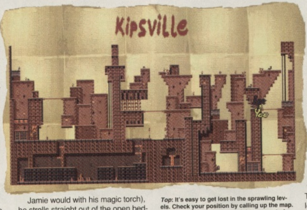
It's a funny old game. Instead of controlling the sleepwalker, you play the part of his faithful hound. It all begins like Jamie and the Magic Torch. Lee, your master, climbs out of bed, steps on his dog, but instead of going for an under-bed adventure (as Jamie would with his magic torch), he strolls straight out of the open bedroom window! Fortunately, he doesn't plummet two storeys to his death, but finds himself on the roof of the house next door. If he had any sense, the dog would just get him back through the window and into bed, but that would be too easy. Instead, he decides to guide him around six life-threatening levels, before eventually getting him back to bed.

As Lee is intent on marching around like a brain-dead zombie, you've got to be brutal. You can push him, stop him, or give him an almighty kick up the backside. Apart from that, he's free to wander where he likes. It's not enough though, to just push him from one end of the level to the next. Each level is an assault course of pitfalls and traps, so most of your time is spent clearing the way for Lee.

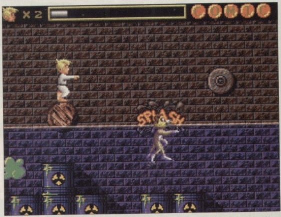
A NIGHT ON THE TILES

Level one starts on the rooftops of Kipsville, with Ralph desperately trying to stop Lee falling to his death from a four-storey building. Although you control Ralph, it's Lee's life that you're concerned with – you're invincible. For a little kid, Lee's a pretty rough and ready kind of guy. If you do let him fall off the roof, he probably won't even wake up. Even so, every time Lee walks into a wall, or drops from a height, his sleep-o-meter takes a knock. If he wakes up, you loose a life, as you do if he manages to kill himself.

Leaving him to wander around on his own for a while, you can try to find a route through the level. There are a few places you can leave him marching up and down between two walls. This keeps him safe while you work out how to dis-



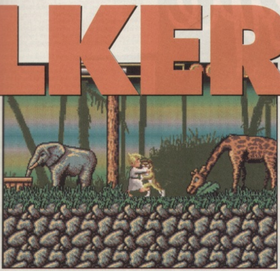
Top: It's easy to get lost in the sprawling levels. Check your position by calling up the map. Even then it still takes a mighty amount of forward planning to negotiate the obstacles that Lee comes across.



Lee doesn't just walk in his sleep, he performs circus tricks too! You can either join him on the barrel, or swim ahead to close the gushing sewer pipe.

LKER

If you've bought the nose, worn the T-shirt and watched the 24 hour TV show, now's your chance to play the game. Tony Horgan [miserable, stingy old git that he is] donates his right hand to Comic Relief.



Above: Making sure you don't get shot across the screen with a jet of water from the elephant's trunk, you can catch a lift on the giraffe's neck.

able the traps ahead. He's never entirely safe though – constantly walking into brick walls takes its toll.

Water is Lee's worst enemy in the first level. Someone's left the manhole cover off the sewers, and if he drops into the contaminated sludge flowing underground, it's curtains. Other hazards include open skylights, leaky boiler tanks, traffic, and an excitable night club bouncer. You're armed with a baseball bat, which comes in handy for subduing the dog catcher and the bouncer.

Most of the static traps simply have to be avoided. Lee can be kicked over many hazards, including gaps in the platforms. If the gap's small enough, you can make yourself into a human bridge (well, a canine bridge really, but you know what I mean).

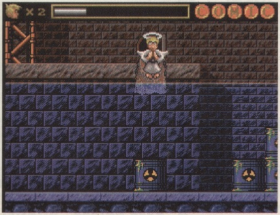
IT'S NO JOKE

Humour plays a big part in the game. Ralph's animated with a load of exaggerated expressions, not far off the goggle-eyes of Wile E Coyote. He's also given momentum, so if you change direction suddenly, he skids, then turns and runs back the other way. It all helps the comical look, but doesn't do much for the gameplay. Okay, so *Mario* skids when he turns round, but *Sleepwalker* takes the idea a bit too far. If you land just on the edge of a platform, instead of either falling off or staying on it, he spends a few vital seconds flailing his arms around, and then falls off. By this time, Lee could have done himself a mischief, or fallen from the top of the level right back to the start. As you can imagine, it's extremely frustrating to see all your work go down the pan, just because Ralph was too busy being funny.

It's not all bad – far from it. It's the humour that makes the game. Making Ralph immortal was an excellent idea. He could be put through an industrial size meat mincer, and he'd still live somehow!

It would be easy to call *Sleepwalker* a *Lemmings* clone. There are a lot of similarities, but here you get much more of a feeling of involvement. The only real problem I can see is the longevity potential. It boils down to a game of trial and error, so you end up going through the motions for each level, until you get to a new section. Despite this, *Sleepwalker* is a good laugh, and should keep platform addicts amused for a while.

Below: Left alone, Lee has quite a knack for water divining. Unfortunately he also has a tenancy to drown himself once he's found the water.



OCEAN: £25.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☒

OCEAN SOFTWARE, 2 CASTLE STREET, CASTLEFIELD, MANCHESTER M3 4LZ. TEL: 061 832 6633.

RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	CTA
CONTROLS:	JOYSTICK/KEYBOARD
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

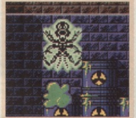
GRAPHICS	0◆◆◆◆◆◆◆◇◇◇10
SOUND	0◆◆◆◆◆◇◇◇◇◇10
LASTABILITY	0◆◆◆◆◆◆◆◇◇◇10
PLAYABILITY	0◆◆◆◆◆◆◆◆◇◇10

'Often-frustrating puzzler and platform fun'

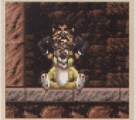
OVERALL 81%

IT'S DOG'S LIFE

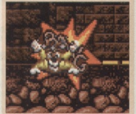
The things a dog will go through for his master! Luckily for Ralph, he's a cartoon dog from the Wile E Coyote school of durability, so he never actually dies, whatever happens to him. In the line of duty, Ralph can expect to be...



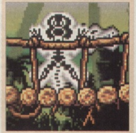
...zapped by blobs of radioactive waste...



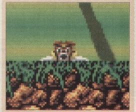
...beaten up night club bouncers...



...run over...



...electrocuted by flying eels...



...and squashed to a pancake by falling boulders.

Hobbyte

COMPUTING
ESTABLISHED 8 YEARS

10 MARKET PLACE ST ALBANS
HERTS AL3 5DG TEL: (0727) 856005/841396
THE GALLERY ARNDALE CENTRE LUTON
BEDS LU1 2PG TEL: (0582) 457195/411281

CALLERS WELCOME AT OUR BRANCHES OPEN 9-5.30, MONDAY TO SATURDAY, (10-4.30 SUNDAYS ST ALBANS ONLY)

WARNING

Due to the exchange rate , many items in this ad will increase in price - including some CBM, HP + Philips product.
At the time of going to press we are unable to confirm the extent or date of the increases, therefore, all prices must be confirmed by telephone before ordering.

OLD AMIGA TRADE-IN

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/ A1500/1200/3000/4000/CDTV or even PC.
A limited number of refurbished A500/1500/3000s are available, complete with 3 months warranty.

A500s FROM £179
A1500s FROM £299

A600 1MB	(mint) 219	1500 HD+Controllers	
A600 20HD	(mint) 219	40MB	FROM 199
A3000s	FROM 899	120MB	FROM 379
CDTV	FROM 249	Action Replay	39
A590 20/40MB	99/129	XT B Board	79
Flicker Fixer 1500	79	AT B Board	149

OTHER ACCESSORIES - PLEASE ASK.

AMIGA 500+
£229.95

LIMITED NUMBER AVAILABLE - PHONE!

TRADE IN AVAILABLE

AMIGA 3000

12 MONTH ON-SITE MAINTENANCE

Latest version, 68030 25MHz, 3.5" 880K FD + spare drive bay (or 4 spare bays on Tower),512K 32 bit ROM, 4 Zorro III, slots with 2PC AT slots (or I CPU, 7 Zorro III, 2 PC AT on Tower), hard drive and memory as below:

DESKTOP	52MB	120MB
1MB video + 1MB Fast Ram	1199	1289
2MB video + 4MB Fast Ram	1349	1439
2MB video + 8MB Fast Ram	1489	1579

WITH FREE AMIGA VISION

With extra 4MB Fast RAM (fitted if required)ADD £169.99
With Philips SVGA 28dpi inc. tilt & swivelADD £259.00

AMIGA 4000
MULTIMEDIA AMIGA

New AGA Chip Set + blistering 68040 processor, 256,000 colours from 16.6 million, scan doubling for flicker free display, 25 MHz, Mouse, Amiga 3.5"/1.76 MB 3.5" drive Plus Cross DOS for transfer of files between Amiga DOS +MS DOS, 2 rear + 2 front 3.5" bays, 1x 5.25" bay, Hard Drive as below, Amiga DOA 3.0 system and utilities, Gold Service Warranty

FULL 68040		ALONE
120MB HD	2 + 4MB	£2089 inc. VAT
120MB HD	2 + 8MB	£2259 inc. VAT
240MB HD	2 + 8MB	£2399 inc. VAT

TRADE IN AVAILABLE

With Kaga M/Sync SVGA low radiation high-res 28 dot pitch col. monitor inc tilt and swivel, all 4000 modes **ADD £400**

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- 8+ years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays for convenient shopping.
- Callers welcome for advice and demonstration at our 1600+ sq ft High St, Town Centre branches
- Same day despatch for most orders received by 5.30 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- Pre-despatch testing on Amiga systems
- Free 30 day, next day courier collection and delivery of NEW replacement.(except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service
- BFPO and Export welcome

NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boast extensive expertise and experience in specification and support of multi-machine and specialist systems. Hobbyte have been recommended and trained by Commodore and successfully won major orders and support contracts from London Boroughs, MOD, educational establishments etc. We are pleased to be placed on tender lists.
This expertise is available to all our customers.

AMIGA 600

**1/2 PRICE "EPIC EXTRA" WITH ANY 600HD ADD £15

A600 with 12 month on-site warranty, 1MB, WB 2.05, 3.5" FD + Smart Card Interface Mouse and Manuals

	ALONE
A600	249.00
A600 20MB HD	339.00**
A600 40MB HD	399.00**
A600 80MB*	469.00**

2MB VERSION ADD £39.95

* Top quality 3rd party drives, covered by full 12 month return-to-base warranty

NEW CBM 1084ST
WITH TILT & SWIVEL STAND + LEADS
£179.99 WITH ANY COMPUTER

TRADE IN AVAILABLE

AMIGA 1200

1200 2MB SD	369	1200 2MB 80MB HD	595
1200 2MB 20MB HD	499	1200 2MB 120MB HD	735
1200 2MB 40MB HD	549	1200 6MB 80MB HD +68881.	
1200 2MB 60MB HD	569		875

Install disc and full 12 months return-to-base warranty on all HD models.
With Zool, Striker, Pinball Dreams and Transwrite **ADD £19.99**
OR SEE NEW AGA GG PACK BELOW

NEW MID RANGE AMIGA EXPECTED with new chip set, 68030 PHONE!

THE HOT LIST

CURRENT TITLES VARY - INCLUDES:

Paperboy II	Hunt for Red October
Colossus Chess	Blinky's Scary School (under 12)
Challenge Golf	Battleships
Neighbours	Licence to Kill- Bond Game
Frankenstein	Silkworm Helicopter jeep mission 93% CU
Edd the Duck (under12)	Continental Circus - 8 Int race circuits 92% AA
Master Blazer - 3D sports	Xenon - C+VG Game of the Month
Onslaught - Format G 90%	Thunderstrike - Fighter Flight Sim

+ LOTS MORE - AT LEAST 25 TITLES TO CHOOSE FROM!

AGA GG PACK
(GRAPHICS + GAMES) FOR A1200, 4000 ETC.

	VALUE/RRP
• Personal Paint AGA - Top reviews, impressive DP IV clone with additional features inc. image processing, paints in any screen mode	69.99
• Your choice of - Wing Commander AGA or Zool AGA or Sensible Soccer AGA	34.99
• 5 'Hot List' games (AGA compatible) individually boxed	174.95
• Microswitched Joystick	9.99
• Mouse Mat + Dust Cover	9.98
• 10 Blank Discs + 80 capacity lockable disc box	16.98
• Virus Killer	4.99
TOTAL VALUE	321.87
WITH AMIGA/CDTV	89.99
SEPARATELY	109.99

STARTER PACK

	MAX VALUE/RRP
• Microswitched Joystick	9.99
• 80 cap. lockable disc box **PLUS** 10 blank discs	16.98
• 4 great boxed games - See **HOT LIST** Phone for current choice **OR** DPaint III +700 Clip Art Pics/graphics	159.96
• Mouse Mat and Dust Cover	9.98
• 16 Days Free Hotel Accomodation in UK, Ireland or France - you pay only for meals	
TOTAL VALUE	196.91
WITH AMIGA/CDTV	19.99
SEPARATELY	29.99

HOW TO USE THIS AD

For the first time ever, you can choose your own Amiga and software combination, and still benefit from the huge savings only available from package deals. Want an A500 with 1500 software? No problem! Like an A1500 without games? It's up to you! All we ask is that you choose at least 1 software pack when you order your hardware (optional on CDTV, A3000 or A4000)

WE WANT TO BEAT ALL PRICES!

CALL US!!

AMIGA 1500 inc. on-site

Full UK spec. with 1MB RAM, mouse, expansion as 2000, leads, manuals. New including Kickstart & Workbench 2.05. Hard disc configuration inc. the high performance GVP II controller card, EXPANDABLE TO 8MB.

Dual Drive	469.00
DD+GVP+52MB HD	732.00
DD+GVP+80MB HD	799.00
DD+GVP+120MB HD	872.00
With 8833/1084S	ADD 179.99
With 7CM + M/W FF	ADD 379.99
Per extra 2MB fitted to GVP	ADD £60.00
Also with Kickstart 1.3 + ROM Sharer	ADD £39.90
Also with Citizen 200 24 pin Col Printer + Starter Pack	ADD £199.00

1500 SPECIALS

1/2 PRICE 1500 S/W PACK EXTRA Only with 1500, 1500 Pack Extra at only £24.9

1500 HD + ON-SITE, 8833/1084S, CITIZEN 200 24 pin col printer, 1500 Extra software pack, Starter Pack + AmigaVision
52MB £1149.00 120MB £1329.0

ALSO WITH STARTER PACK £19.99 EXTRA

CDTV

1MB, with Disc Caddy, Welcome CD + tutorial + remote control unit.

	AS ABOVE	WITH MATCHING DRIVE KEYBOARD, MOUSE + WB 1.3
As above monitor + remote control	£349*	£435
Extra RAM	£POA	

* Plus Hutchinsons Encyclopaedia + Lemmings
See below/across for software packs

NEW PRICES!

THE HOTTEST LOT PACK

	VALUE/RRP
• All as Starter Pack	203.90
PLUS:	
• Another 10 GREAT individually packaged games, **BETTER THAN THE REST** previous RRPs up to 39.99 each, phone to choose from **HOT LIST**, or leave it to us! Children's games available.	269.82
• 80 Prog. Hobbyte PD Greats Pack II - Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', DPaint clip art, Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every new Amiga owner!	39.99
TOTAL VALUE	513.71
WITH AMIGA	49.99
SEPARATELY	69.99
SPECIAL: ALSO 10 extra 'Hot List' games	ADD 25.00

WWW EXTRA PACK

		VALUE/RRP
• WWW games:	Silly Putty	25.99
	Formula 1 Grand Prix	25.99
	Pushover	25.99
• DPaint III with animation		79.99
• 700 clip art pics/graphics for DPaint III		9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet		9.99
• Virus Killer		4.99
TOTAL VALUE		182.93
WITH AMIGA/CDTV		49.99
SEPARATELY		59.99

ALSO WITH STARTER PACK £19.99 EXTRA

EPIC PACK EXTRA

Needs 1MB and Hard Drive

		VALUE/RRP
• Epic Pack:	Trivial Pursuit, language Lab, Amiga text	29.99
	Epic, Rome, Myth	77.97
• DPaint III with animation		79.99
• 700 clip art pics/graphics for DPaint III		9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet		9.99
• Virus Killer		4.99
TOTAL VALUE		212.92
WITH AMIGA/CDTV		29.99
SEPARATELY		39.99

ALSO WITH STARTER PACK £19.99 EXTRA

SEGA AND NINTENDO BEST PRICES - PHONE!

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •

PROFESSIONAL FAMILY PACK (1MB REQUIRED)

	VALUE/RRP
• Cartoon Classics Games: Lemmings **OR** Zool	25.99
The Simpsons Striker	24.99
Captain Planet Pinball Dream	25.99
• Deluxe Paint III with animation + 700 Clip Art pics	89.99
• Gold disc Office - WP + UK 'guess spelling' checker, spreadsheet, database, graphics + desktop publishing	169.99
• Edd the Duck **OR** Round the Bend **OR** Digita Home Accounts	29.99
• Virus Killer Disk	4.99
• 80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	39.99
• 4 disc DP pack inc. Fonts, Cip Art and Disc Tutor	9.99
• Hobbyte Primarary (specify) or Secondary Educational Pack	19.99
• 10 Blank Discs + 80 Capacity lockable disc box	26.98
• Mouse Mat + Dust Cover and Joystick	19.97
TOTAL VALUE	488.85
WITH AMIGA/CDTV	79.99
SEPARATELY	99.99

SPECIAL: Also with Citizen 200 24 PIN Colour Printer and Starter Pack ADD 199.00

ABSOLUTE BEGINNERS PACK 3-13 YEARS

	VALUE/RRP
• Your choice from: - Fun School 2, 3 or 4 (for 3-9 yrs - specify age, 9 diff. versions available) Up to 6 stunning UK educational games in each package, with beautiful pictures, exciting animation + music that helps to develop numbers, word + other skills. Up to 6 levels of difficulty. Conforms with National Curriculum. - Merlin's Maths (for 7-11 yrs) from the award winning 'Fun School' stable, 6 engrossing games to teach essential maths skills, in a way children will love. - Spelling Fair (for 7-13 yrs) all the fun of the fair on 6 levels makes learning spelling addictive and fun, Includes 6 games plus 3000 word dictionary + special selection of words for needs of dyslexic children + parents can create own dictionary of words requiring special attention.	25.99
• Edd the Duck (7 yrs) **OR** Elf (7+ yrs) **OR** Round the Bend	25.99
• Hobbyte Primarary (specify) Educational Pack, featuring up to 12 'Learn while you play' games	19.99
• Hobbyte 30 Easy Childrens' Games, 10 pack disc including Train Set and other top entertaining PD titles	19.99
• SpritzPaint + 700 Clip Art pics inc. children, Fairytale +Legend character's, Sport, Cartoons etc.	89.99
• Joystick + 10 blank discs	15.98
TOTAL VALUE	197.92
WITH AMIGA/CDTV	39.99
SEPARATELY	59.99

SPECIAL: Each extra title from first selection add just 15.00

ALSO WITH STARTER PACK £19.99 EXTRA

TRAMPY'S, THOMAS'S OR NODDY'S PACK
2-8 YEARS

AT LEAST 57 EDUCATIONAL/FUN FILLED GAMES!

	MAX VALUE/RRP
• The Shoe People - 6 colourful and entertaining games featuring Trampy and friends to encourage early number reading and pre-reading skills. With Shoe People music **OR** Thomas the Tank Engine's Fun with Words - 6 separate easy to use learning programmes with animation and sound. **OR** Noddy's Playtime (to 7 years) - 8 magical learning games at 3 levels, **PLUS** Junior Art package inc. Colouring, electronic 'Fuzzy Felt', FREE Toy Town map, Keyboard overlay and wobbler.	29.99
• Shapes and Colours - Bobby the Clown entertains and lays down the foundation for maths and writing in 6 colourful animated games. **OR** Fun School 2 (for 3-9 years - specify age)	9.99
• Fun School 3 or 4 - the 'Fun School' suite have won just about every award going. 5 or 6 wonderful animated games. **OR** Picture Book: 4 colourful and amusing games from ex 'Fun School' design manager will delight young children	24.99
• SpritzPaint + 700 Clip Art pics inc. children, Fairytale +Legend characters, Sport, Cartoons,	89.99
• Hobbyte Primarary Educational PD Pack, containing 10 fun while you learn games	19.99
• Hobbyte 30 Easy Children's Games Pack	19.99
• 10 Blank Discs, Joystick, Mouse Mat	26.96
TOTAL VALUE	221.90
WITH AMIGA/CDTV	59.99
SEPARATELY	79.99

SPECIAL: Each extra title from first selection add just 18.99

ALSO WITH STARTER PACK £19.99 EXTRA

ZOOL + SCHOOL PACK

GCSE 11-15 YEARS

• Zool - Number 1 Chartbuster	25.99
• Striker - 94% CU Amiga	25.99
• Pinball Dreams - 94% AUI	25.99
• Transwrite UK WP +Spellchecker	49.99
• ADI French, Maths or English (11-15, specify age) - ADI the lovable extra terrestrial gifted teacher, guides you through National Curriculum. Ideally compliments school work. From the award winning Fun School team	25.99
OR ADI Junior (under 5's)	
OR 6 **HOT LIST** Games	209.94
• Hobbyte 80 Programme PD Greats Pack - 'See Hottest Lot'	39.99
• Hobbyte Secondary Educational Pack	19.99
• Microswitched quality joystick	9.99
TOTAL VALUE	407.87
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

ALSO WITH STARTER PACK £19.99 EXTRA

AMIGA 24 BIT SYSTEM - £BEST!
WE SPECIALISE

• Extra RAM • Accelerator

• 24 bit colour card • 24 bit colour real time digitizer

• 24 bit 3D Art + animation s/w

• Fitting and Free 1/2 day customised training

TELEPHONE JP

1500 PACK EXTRA (ALSO FOR A500,A500+, A600 CDTV, 3000)

	VALUE/RRP
• The Works Platinum, word processor, spreadsheet, database or Office - see Prof. Family Pack	169.95
• Deluxe Paint III with animation	79.99
• Get the most out of your Amiga book	9.95
• 80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	39.99
• 4 disc 700 Clip Art pics/graphics for DPaint III	9.99
• Puzznic, Toki, Elf **OR** Zool, Striker, Pinball	74.97
• Digita Home Accounts	29.99
TOTAL VALUE	429.82
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

ACCESSORIES

A500 Deluxe control centre	44.99	Alien/Batman/T2 Joystick	10.99
A600 Control Centre	29.90	Bug Joystick	11.99
A520 Modulator	29.99	CDTV Keyboard	54.99

MODEMS

Supra 2400 + 5 year warranty	78.95

FLOPPY DRIVES

Zydec 3.5 external drive, daisychain + on/off	47.95
Cumana CAX 354 3.5 external drive, beige	52.99
CDTV external 3.5 drive, black + 10 blank discs	49.99
PC 880B with anti click + Blitz back up and virus protector	65.00
PC 880B as above, Cyclone compatible	78.99
Dual drive as PC 880B	125.00
Replacement A500 drive	34.95

MONITORS/ACCESSORIES

CBM 1084ST including tilt + swivel +2 games	199.95
CBM 1084SD monitor + leads	189.00
Philips UK 8833 MKII mon.+leads+ Turbo Challenge + on-site	219.99
Tilt + swivel stand for Philips 8833	12.99
CBM 1960 High res monitor	364.99
AGA 14" Multi Sync for 1200/4000	429.00
AGA 20" Multi Sync for 1200/4000	1549.00
Philips 7CM Hi-res SVGA .28dp inc. tilt & swivel	259.99
NEC 4FG Multi-Sync	544.99
Microway Flicker Fixer	124.99
ICD Flicker Free Video 2-A500	197.90
Elec. Des Fix	196.99

SCANNERS & DIGITISERS

Epson GT 6000, 600dpi 24 bit A4	789.00
Epson GT 8000,800dpi 24 bit A4	1192.99
Power Hand Scanner, 400 dpi, 64 Greyscale, Powerscan software	88.99
Power Hand Scanner as above, V3 for 1200/4000	104.99
Power Colour Hand Scanner	219.49
Sharp JX 100 A6 Scanner + scanlab s/w up to 18 bit	469.99
Sharp JX 320A6 Scanner + s/w up to 24 bit	898.99
Vidi Amiga 12	74.99
Summa Sketch II A4 Tablet Digitise/A3 Tablet Digitise	319.99/529.99
Video Master	65.99

EMULATION

KCS Powerboard	146.50	G Gate 386sx 25MHz	386.99
KCS Powerboard with DOS	188.49	G Gate 486SX	689.99
KCS adaptor	59.99	GVP 286 for GVPII +530	146.99
AT Bridgeboard for 1500	199.00	AT Once	214.99
386 Bridgeboard for1500	299.99	GVP 40/4 for 1500	945.99

DISCS

10 Blank DS/DD discs in box	4.99	50 Blank DS/DD discs	17.99
10 Blank DS/HD discs	6.99	50 Blank DS/HD discs	27.99

GENLOCKS

Rendale 8802 (1200 compat)	139.99	Video Pilot v330	994.94
Rendale 8802 SVHS	529.99	Rocgen+	138.99
Elec. Des Pal Genlock	329.99	GVP G-Lock	328.99
Hama Genlock	689.99		

Amiga prices, except where stated are inc. VAT. E.&O.E.

HARD DRIVES/ACCELRATORS 500/600/1200

A530 1MB 40MB	648.99	Extra 2MB fitted to above	62.99
A530 1MB 80MB	748.99	A590 20MB	259.99
A530 1MB 120MB	848.99	A570 for 2.04 1MB 500	309.99
A530 1MB 213MB	948.99	20MB HD 600/1200	149.00
A530 68882	218.99	60MB HD 600/1200	199.00
GVP HD8 42MB	284.99	80MB HD 600/1200	269.99
GVP HD8 80MB	368.99	120MB HD 600/1200	369.00
GVP HD8 120MB	458.99	Microbotics VXL30 25MHz	219.99
GVP HD8 213MB	568.99	VXL 30 40MHz	339.99
IVS Trumpcard 42MB HD	279.99	2MB Burst RAM for above	179.99

HARD DRIVES/ACCELRATORS A1500/2000/3000

GVP HC8/II 40MB	278.99	G Force 030 50MHZ 4MB	998.99
GVP HC8/II 80MB	318.99	G Force 040 33MHZ 2MB	1398.99
GVP HC8/II 120MB	388.99	Prog Zeus 040 28MHZ 4MB	1739.99
GVP HC8/II 213MB	546.99	Prog Mercury 040 28MHZ (3000)	1349.99
G Force 030 25MHZ 1MB	478.99	Sysquest removable HD 88MB	658.99
G Force 030 40MHZ 4MB	779.99	Extra 2MB fitted to any above	62.99

EXPANSION

A500 512k Ram Exp+Clock	19.90	A1200 32 bit 2MB exp	POA
A500+ 1MB exp	29.99	A1200 32 bit 4MB+68881	279.00
A500+ 2MB, exp. to 8MB	149.99	A1200 32 bit 4MB+68882	349.00
CBM 2.04 upgrade kit	74.99	A1200 32 bit 8MB+68882	549.00
A600 1MB exp (chip)	41.99	A500 Rom Sharer 1.3	39.95
A600/1200 2MB exp (fast)	117.99	A500 Rom Sharer 2.04	38.95
A600/1200 4MB exp (fast)	179.99	A600 Rom Sharer + 1.3	49.95

Chip fitting and board upgrade available, by our qualified engineers or DIY kit POA

PRINTERS

2YR WARRANTY WITH CITIZEN

	ALONE	WITH STARTER PACK		ALONE	WITH STARTER PACK
Citizen 120+D	108.99	ADD £12.99	HP Deskjet 500	334.99	ADD £12.99
Star LC20	116.99		HP Deskjet col§	424.99	
Star LC 100 9 pin col	156.99		HP Deskjet 550C	544.99	
Citizen Swift 9* col	163.49		HP Deskjet Portable§	339.99	
Star LC200 col	174.99		HP Paintjet§	639.99	
Star LC 24-20	183.49		BJ10ex Bubblejet port.	204.99	
Star LC 24-100 24 pin	173.49		BJ 20	304.99	
Star LC 24-200	209.99		BJ 200	329.99	
Star LC 24-200 col	248.49		BJ 330 A3	469.99	
Citizen 124D	176.99		BJ 300	338.99	
Epson LQ 100	189.99		Star SJ 48	198.99	
Citizen S200 24*	179.99		OKI 400 laser	449.00	
Citizen S200 24 col*	194.99		OKI 410 +	649.99	
Citizen S240 24 col*	259.99		HP Laserjet 11P +	649.99	
Citizen S24x col*	296.99		QMS Ink Jet col A4	4999.95	

§Turbo Print Pro driver/util s/w highly recommended ADD £39.95

STARTER PACK: 500 Sheets A4 or continuous paper, Amiga to printer lead, Universal Printer Stand & Driver * with Print Manager

24 BIT

A Video 24 with TV Paint for 500	588.90	Image Master	105.99
Art Dept. Pro 2.1A	129.99	Opal Vision 24 bit board + Opal Paint, Opal Presents, Karate 24 bit s/w	629.99
DCTV	403.99	Rembrandt 24 bit board	2489.99
Firecracker	POA	V lab 24 bit real timedigitiser	289.99
GVP IV + VIU-S	1389.99	V Lab 1200/4000	324.99
GVP IV + VIU-CT	1759.99		
Harlequin 4000 24 bit card	POA		

SOFTWARE

GRAPHICS/CAD		TV Text Pro	68.99	Final Copy II	64.99
Aladin 4D	213.99	Video Director	106.99	Kind Words III	34.99
AmigaVision	44.50	Video Master	48.99	Maxiplan Plus v4	34.50
Deluxe PaintIV	53.99	**EDUCATIONAL**		Mini Office	39.49
Deluxe Paint AGA	68.99	Any Fun School 3 or 4	14.99	Pagestream 2.2	143.99
Essence	34.99	Any ADI	17.50	Pagesetter II	42.49
Expert Draw	48.99	Merlin's Maths	16.99	Pen Pal 1.4	52.50
Gallery	39.49	Paint & Create	16.99	Personal Finance Manager Plus	31.99
Imagine v2	109.49	Spelling Fair	16.99	Pro. Page 4 AGA	POA
Prodraw 4 AGA	POA	See also software packs		Saxon Publisher	177.95
Real 3D Turbo Pro 1.4	229.50	**UTILITIES/ LANGUAGES**		Superbase Pro 4	148.99
Scala 500	64.49	AMAX II Plus	249.99	Wordsworth V2	73.99
Scala MM200	434.99	Amos 3D	21.49	Works Platinum	38.99
Scala Pro 1.13	173.50	Amos the Creator	30.95	**MUSIC**	
Sculpt Anim.4D	198.99	Amos Compiler	19.49	AD 10 12 Studio 16 Sampler	349.95
Spectra Colour	57.99	Amos Prof.	44.50	Audio Engineer Plus 2 Sampler	149.49
X CAD 2000	89.50	Easy Amos	22.49	Audio Master 4	44.49
X CAD 3000	205.99	Cross Dos v5	27.75	Bars & Pipes Pro 1.0E	162.99
VIDEO PRODUCTION/ TITLING		Directory Opus 4	49.49	GVP DSS	38.99
Adorage	59.49	Disk Master II	43.75	Midi Interface	19.95
AmigaVision	39.90	GFA Basic	17.99	Rombo Megamix	23.99
Broadcast Titler II	148.99	Lattice C 6	219.99		
Deluxe Photolab	51.49	Quarter back	30.50		
Morph+	128.99	Quarter back Tools	44.99		
Pro Video Plus	137.99	Xcopy Pro	34.95		
TV Show Pro	51.39	**APPLICATION**			
		Arena Accounts	89.50		
		Excellence 3	39.99		

ORDERING:
TELESALES NO: (0727) 856005

Same day despatch for Switch or credit card orders placed before 5pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; Dept. CUA, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering. Additional services and different packages may be offered in our showrooms, and prices may vary from Mail Order prices. Personal callers are asked to quote this ad to ensure Mail Order packages are offered.

DELIVERY CHARGES:	UK MAINLAND (NOT HIGHLANDS)
Small consumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service, £10 per box
Offshore and Highlands	Please enquire
IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICES:	
Saturday deliveries	Normal rate plus £15 + VAT per box
Am next day	Normal rate plus £8 + VAT per box

NO DEPOSIT CREDIT FACILITIES

Credit terms at 34.8% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. Just telephone for written details and application form.

NOTE see warning across

TELE-ORDER (0727) 856005

• HP AUTHORISED DEALER • CITIZEN DEALER PLUS •

small tips

Need help? Don't know where to turn? Don't phone the Samaritans, just have a flick through CUs ever friendly tips and see if you can't work things out.

LETHAL WEAPON

Here we have the most complete guide to cheat keys for Ocean's superb platformer. Thanks to whoever sent this one in, and apologies because the sheet with the codes got detached from your details. Drop us a line, and let us know who you are!

In Game Keys: (Hold these down simultaneously)

Alt+Y+I	= Turns off sprite collision
Alt+Y+K	= Increase ammunition
Alt+Y+L	= Increase lives
Alt+Y+M	= Remove game sprites and platforms
Alt+Y+N	= Replace game sprites and platforms
Alt+Y+Q	= Game over screen

Mission Codes

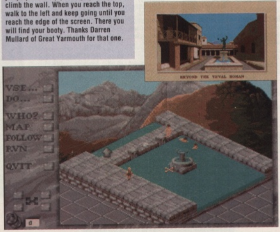
KUIRFR	= Mission 1
BEIFCF	= Mission 2
RSRKBA	= Mission 3
LYLSUA	= Mission 4

If last month's tip wasnn't enough for you, then here's a way to get hold of 10 magnifying glasses, one gun, a round of bullets and an extra life. On the third mission, jump along the fourth platform, jump up and keep pushing up and you'll climb the wall. When you reach the top, walk to the left and keep going until you reach the edge of the screen. There you will find your booty. Thanks Darren Mullard of Great Yarmouth for that one.

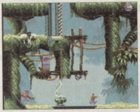
ROME

Do you keep finding yourself lost in Millennium's periodical masterpiece? Here are some important guidelines which, if followed correctly, should give you a solid push in the right direction. On level one, one of the most important things to buy is the dagger. With this, go around the town and mug as many people as possible. Get hold of the dice, and work your way onto level two. Here, the two most important things to do are buy a female slave (used later on in the game) and avoid the assassin. When you reach level three, check every hut in every village for gold. When in combat, don't bother about setting up complex strategies, just go straight for the standard. This approach works approximately one in every three attempts, just so long as you don't get spotted. If anyone sees you, you're history!

On level four, give the slave girl to Nintendus. There's no need to enter the Gladiator tournament, so don't waste your time. Just make sure you can count on at least six votes. On level five, go for the straightest attack you can. Put all your troops on bridges, and when picking off the enemy, try to take them out in ones and twos. Finally, on level six, don't bother fighting the emperor in the arena. Use the assassin to kill Nintendus and kill the emperor yourself. You can reverse the roles, but this way is much easier. If that doesn't improve your quality of life, then nothing will!



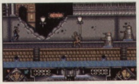
FLASHBACK



Here we have a game that has been pirated heavily. How do we know? Because of the amount of cheats and solutions we've recieved before the game has even been released. Here though, thanks to Lee Richmond of Doncaster, are the level codes for this stunning follow up to *Another World*.

Level 2: TOIT
Level 3: ZAPP
Level 4: LYNX

DALEK ATTACK



A lot of people are having trouble getting into the city from the caves in this classic tie-in. Here, just for you, is the easy solution. After you've destroyed the tunneling machine and survived your encounter with the super Dalek, go through the door he was guarding. You will then find yourself in a small room with no apparent exits. Use your grenades to destroy the floor section and you will soon find yourself on your way to the city!

GIZZA TIP

Have you cracked the secrets of any recent games? Do you know how to skip straight to the end scene? Can you use bugs to your advantage? You can? Then let us know, and if they're good enough, we'll give you a free game!

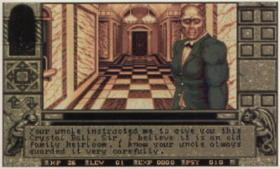
The newer and more original a cheat is, the more chance there is we'll use it. We all watch Gamesmaster and Bad Influence, so don't try to copy tips from there. And we read every publication available, so don't steal from there either. Original tips only!

The address to send your tips to is: CU Amiga Small Tips, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

UGH!

More level code laughs, this time from Colin Todd from Newark. If you're having problems with Global's prehistoric platformer, then this lot should help you through.

1: FREISCHTIEL
2: SELBSTLAEUFER
3: HENNABREGGL
4: PEANNEHEISS
5: SOICHGOMBASSEPP
6: 2PFUNDHACKFLEISCH
7: DOGODDERDEFG
8: SPAMSPAMBEANSNSPAM
9: SEMPRINI
10: PROFRJGUMBY
11: CONFESS
12: MITTERMEIER
13: DIESCHNICKIANGST
14: INTERESTINGPEOPLE
15: INSURANCESKETCH
16: ITSTHEARTS
17: ARTHURTWOSHEDS
18: HAROLDTHESHEEP
19: PICASSOONBICYCLE
20: SPANISH INQUISITION
21: LUIGIVERGOTTI
22: JIMMYBASSARD
23: KENCLEANAIRSYSTEM
24: JOHANNGAMBOLPUTTY
25: TRAINSPOTTING
26: BICYCLEREPAIRMAN
27: IRVINGCSALTZBERG
28: THEENDBERG
29: HOWTOFLINGANOTTER
30: THECATSATONTHEMAT
31: CONFUSEACATLTD
32: DISTRACTABEE
33: MITTELSCHMERTZ
34: INSPECTORTIGER
35: LOOKOUTOFTHEYARD
36: FISHYREQUISITE
37: ARTHURFIGGIS
38: CRUNCHYFROG
39: SPRINGSURPRISE
40: WALLYWIGGIN
41: SIXTEENTONWEIGHT
42: RASPBERRYKILLER
43: SCOTOFTHESAHARA
44: BISHOPOFEASTANGLIA
45: POLLYTHEEXPARROT
46: EWANMCTEAGLE
47: ASCOTSMANONAHORSE
48: KEITHMANIAC
49 NOTGOODENOUGH
50: STILLNOTGOODENOUGH
51: NUDGENUDGE
52: THEWOODPARTY
53: THESENSIBLEPARTY
54: ADOPTADAPTNIMPROVE
55: HELLOSAILOR
56: ARTHURTREE
57: ABLOCKOFWOOD
58: LIONTAMING
59: RONOBVIOUS
60: CHANNELJUMP
61: TUNNELINGTOJANA
62: MAURICEZATAPATIQUE
63: KENBIGGLES
64: ALIBAYAN
65: KENDOVE
66: TIDDLES
67: THENAKEDANT
68: KENSHABBY
69: ALBATROSS



Your uncle instructed me to give you this Crystal Ball, Sir, I believe it is an old family heirloom. I know your uncle always guarded it very carefully.

WAXWORKS

Accolade's gruesome little arcade adventure is frightening people out of their wits so much that they are finding all sorts of problems in the game. Here's a selection of the most common trouble spots, thanks to those nice people at Accolade.

In the Jack The Ripper section, you need to find the rope. To do this, first go and stand facing the door where the dog is. Put the dog to sleep using the sleeping pills, and turn right. Now walk forward one pace and turn right again. You should now be facing another door. Open it, and inside you'll find a barrel. Inside the barrel is the rope!

In the mine, you need to find charcoal. This foxed quite a few people as they assumed that somewhere in the mine was a nice packet of charcoal brickettes just waiting to be collected. No so. Go to the north west corner of the maze, and locate the burnt pit prop. Now scrape the prop with whatever you have to hand and voila, some charcoal!

In the pyramid, you might be finding that the second level isn't particularly large. What you need to do is find the hammer and take it downstairs to the ground level, then knock out the support beam. The ceiling will come crashing in, but never mind because now the entire second level has opened up!

SLEEPWALKER

Hot from the sticky hands of David Berry from Bristol come these cheats for Ocean's brand new platformer.

On the title screen, simply type in DINGADINGDANGMYDANGALONGLINGLONG (no spaces) and Lee and Ralph's red noses will turn bright green.

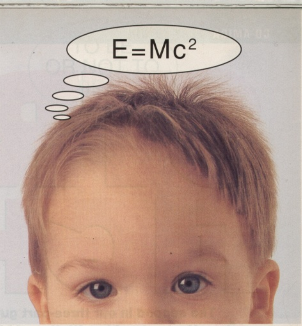
Now, when the game starts just press RETURN to skip levels. Or press TAB to top up Lee's sleep bar, and give you nine attempts and light up the word COMIC. Finally, pressing M will give you a full map of the level.

If these smashing tips don't get you going then nothing will. Thanks, David for donating these tips.

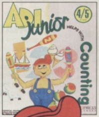
HUMANS – JURASSIC LEVELS

Having a little trouble with Mirage's *Lemmings* clone? Worry no more, and leave your hair where it belongs, because here's all the level codes for this fine game. You'll have to try them with or without spaces. If this lot doesn't help you complete it, then I don't know what will.

1: WHEELS ON FIRE
2: ROLLING DOWN
3: THE ROAD
4: SKIVE OFF
5: DAY TRIP
6: GIRAFFES
7: MAKE UP
8: FLYING AVENGER
9: WIBBLE
10: BILL AND BEN
11: SPITFIRE
12: DESERT ANGEL
13: NOONEKNOWSUS
14: APRIL 1993
15: ALMONDBURY
16: KATE
17: SNESSY
18: OLDHAM4BORO1
19: FROG AND TOAD
20: DANSPAM
21: SAVERRANACER
22: 19ACOPY
23: M LOVE BONE
24: ASYLUM
25: WINOPUSKA
26: ALICEINCHAINS
27: ABSOLUTELY
28: FABULOUS
29: ED AND PATS
30: SWEETIES
31: YEAH CHEERS
32: THANKS A LOT
33: MONKEYS
34: I'M KNACKED
35: NOODLES
36: AL PACINO
37: DEEJI
38: MAFIA
39: ROADHOUSE
40: SWF
41: THATS NOT IN!
42: CALORIES
43: MEANS NOTHING
44: BODY ACHE
45: JESUS JONES
46: BIGBOYSDOCRY
47: MOTORBIKING
48: BUTCH AS
49: SULKY
50: SINGLES
51: IWANNABEADORED
52: LET OFF STEAM
53: TOP BODIES
54: WHOSIDEAWASIT
55: CASTLE HOWARD
56: REBEL LEADERS
57: REALLY SMART
58: HANSPLAYSWITH
59: 1976 PORT
60: SCREAMINGTREES
61: ROCK A LITTLE
62: MANCHESTER
63: CROWNOFTHORNS
64: KRISTI
65: LOSERS
66: BROKE AGAIN
67: ITS NOT MINE
68: PATHETIC CHAPS
69: SKINNY BALINKA
70: CRACKERMAN
71: NOT GUILTY
72: SPOOKY HOUSE
73: BATTLESCARS
74: WEARENOTHERE
75: CHRISTMASEVE
76: KEELOVER
77: WHAT A NIGHT
78: DOMINATION
79: BONUSPLEASE



THE NEW ADI JUNIOR. A HEAD START FOR THE UNDER 5s



“Cor! Little old me – 4½ if I'm a day – and already a dab hand at this Maths lark...

Of course it's easy peasy thanks to ADI Jnr., my extraterrestial chum. He's always on hand to help as I toddle through yet another funtastic counting game on the computer.

He even conjures up reports on my scores for Mum and Dad so they can ask the teacher at school to help with my 'weak spots' (what am I, a metal component ?!).

Adi's such fun to play with, he's the perfect learning tool for any of us – from tender 4 year olds right up to big 7 year olds – and everything he teaches fits in with the National Curriculum.

Everyone says I'm a real little Einstein. Me? I just shrug and say it's all relative, isn't it?”

ADI Junior

europress SOFTWARE

CREATIVE EDUCATION

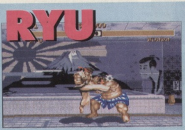
Europress Software, Europa House, Adlington Park,
Macclesfield, SK10 4NP.
TEL: 0625 859333. FAX:0625 879962.

STREET FIGHTER 2

PART 2

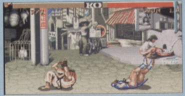
The second in our three-part guide to the streets. Having trouble with the rabble? Let Steve Keen shed some light on how to beat the fighting characters at their own game.

RYU



VS. E. HONDA

Pull back pressing fire to repeatedly kick. Honda loves jumping in the air coming in from on high to flatten you, so don't give him the chance. This tactic will knock him backwards every time. Try and get a couple of Fireballs off when he's at a distance, but always be ready with this basic defensive move. If you miss the kick you'll almost definitely get a throw in. This technique is best attempted in corners.

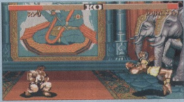


VS. CHUN LI

Rob Chun Li of massive damage by waiting for her to jump in on you by pulling downwards and throwing. She's the fastest of all the *Street Fighter 2* crew, but you should be able to string together quite a few throws before she knows where she is. Once she's out, repeatedly kick her by pulling down on the joystick and pressing fire. It doesn't take much to stun the wench and you'll be victorious in no time.

VS. KEN

Ken is fast and versatile. He can use his fists and feet as quickly as he can whip off a special move! If he breaks your attacking stride you've had it, so make sure you're a winner from start to finish. When he moves in close, repeatedly throw him over your shoulder, he'll then try and get up so just keep throwing. Eventually he'll try a Hurricane Kick or similar a move which you can counter with a simple standing axe-kick.

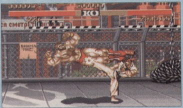


VS. DHALSIM

Keep your cool and try and catch him with a well timed Fireball at the beginning, when he's most vulnerable, he'll go down straight away and be stunned. That's your chance to safely get in close. Move in quickly for a throw and then crouch down and repeatedly kick him. He'll block eventually so back off fast, somersaulting backwards. Look for his long high kicks coming towards you and as his leg retracts jump over his head and attack him from behind.

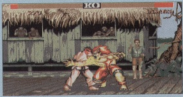
VS. GUILE

He is vainest of the streetfighting crew, but don't be fooled by his pretty looks. Due to his great aerial combat skills Guile will spend most of his time jumping towards you, so make full use of your Dragon punch. Don't bother with Fireballs as he will tend to cancel them out with Sonic Booms. If you can't time your Dragon Punches, crouch and use leg sweeps to hit him as he lands close to you.



VS. ZANGIEF

Zangief's normally a complete loser, but here the giant is as tough as beef jerky! However, he's completely terrified of Fireballs and even when you fail to launch one he flinches backwards for a second. Perform the Fireball move and even if you miss he will walk into some kind of attack. If he traps you in a corner simply jump up high and punch down and he'll move back enough for you to escape.



VS. BLANKA

Although Blanka has an incredibly long reach and possesses enormous strength he has a tendency to leap in too close when in combat. Ryu's natural defence to this is the Dragon Punch and you can catch him under the chin almost every time. If he does manage to get in close to you jump away as quickly as possible, otherwise the bout will be over before you know it!

New Horizon Computers
The Hard Drive Specialists

A600 & A1200 Hard Drives

The ESSENTIAL add on for all SERIOUS Amiga users.

Upgrade your A600 or A1200 with a brand new internal IDE Hard Drive. All our Special Installation Kits come complete with fully formatted 2.5inch IDE Hard Drive, cable, mounting kit and fitting instructions.
All New Horizon Hard Drives are sourced from Brand Name suppliers and have been fully tested for 100% compatibility with the Amiga A600 and A1200.

FULLY INCLUSIVE PRICES

SIZE	DRIVE	WITH 600	WITH 1200
20 MEG	£120.00	£385.00	£495.00
40 MEG	£180.00	£NA	£555.00
64 MEG	£200.00	£455.00	£575.00
84 MEG	£250.00	£485.00	£605.00
127MEG	£365.00	£625.00	£745.00

ALL OUR DRIVES COME PARTITIONED, FORMATTED AND WITH WORKBENCH 2 OR 3 INSTALLED
A600 & A1200'S & PCMCIA CARDS NOW IN STOCK - PHONE FOR LATE PRICES.

SPECIAL OFFER

For A600 & A1200 Owners

New Horizon will collect your machine, fit the drive of your choice and return your machine by overnight carrier to any mainland UK address for a fully inclusive price of only £38.50. Offer lasts till March 20th 1993 only. Phone our sale Hotline for further details.

A600HD owners. Upgrade to a bigger drive. Phone for more details installing a Hard Drive will invalidate your Commodore Warranty so all Computers fitted with a New Horizon Drive are covered by our own Full 12 month RTB warranty from date of purchase.

HOW TO ORDER

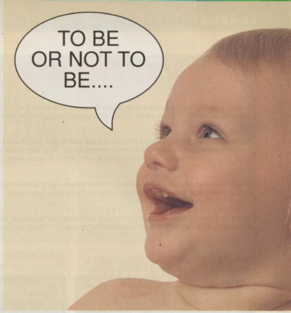
1. **By Phone** FREE next working day delivery on all items shown and for credit card orders placed before 3pm (UK Mainland only), Saturday delivery add £10.
2. **By Post** Send a cheque or bankers draft made payable to "New Horizon Computers" and post with your order to:

New Horizon Computers,
Mail Order Dept,
High Hope, Lea,
Ross On Wye,
Herefordshire HR9 7LN

Remember, when you buy from New Horizon Computers you receive:
- Fully inclusive prices
- No hidden extra's
- Free next day delivery
- Full technical support
- Full after sales service

VISA **CREDIT CARDS WELCOME** Access

New Horizon Computers, High Hope, Lea, Ross On Wye, Herefordshire HR9 7LN. Tel: 0989 750260 Fax: 0989 750337


TO BE OR NOT TO BE....

THE NEW ADI JUNIOR. A HEAD START FOR THE UNDER 5s

TRUE
FALSE
The elephant is very big.

ADI Junior
HELPS WITH
Reading
4/7

"Hamlet, that. Oh yes. Learn to read at 4½ and not even the Bard is hard. And that's no Winter's tale...

My Ariel-like buddy Adi Jnr. taught me. There I was, sat at the computer, and hey presto! He appears and whisks me off to his magical world packed with word games.

He's always around to help me out – he even sends word back to Mum and Dad and tells them how I'm scoring so they can ask the school to lend a hand.

Adi's such fun to play with. He's the perfect learning tool for any of us – from tender 4 year olds right up to ancient 7 year olds – and everything he teaches fits in with the National Curriculum.

Back to Hamlet. Wonder why he was named after a cigar? Now that really is the question..."

ADI Junior

europress SOFTWARE

CREATIVE EDUCATION

Europress Software, Europa House, Adlington Park,
Macclesfield, SK10 4NP.
TEL: 0625 859333. FAX:0625 879962.

RYU VS. THE BOSSES

VS. BALROG

Because of his long range attacks it is better to keep Balrog at a good distance with Fireballs. He is also quite vulnerable to Hurricane Kicks, especially if he turns his back on you to execute his power punch. In close range combat use quick attacks (swift low jabs and kicks) to drive Balrog back.

VS. VEGA

Vega is the fastest fighter on the *Street Fighter* circuit and when he gets in close with a speedy attack he's doubly deadly. It's best to keep him at bay with Fireballs and the odd Hurricane Kick if he tries to sneak up on you. When Vega climbs the fence prepare a Dragon Punch to catch him as he falls or move to the furthest edge of the screen and somersault backwards with a kick as he comes down.

VS. SAGAT

Due to Sagat's Tiger Punch you're advised to get in close and use a quick succession of punches and kicks to knock him out and throw him. The Hurricane Kick will get you up close and once you're there you'll have to be quick on the joystick to take him out.

VS. M. BISON

The top boss takes no prisoners. He's faster, stronger and meaner than anyone else and his special attacks are unrivalled for power. You can't even block his Flaming Spear attack, only jump it. Wait until he leaps vertically at you and crouch for speedy punches and jabs – you might be lucky!

HONDA

VS. RYU/KEN

Just pull back the joystick and kick. Ryu will come within kicking distance a couple of times when he jumps in on you. Time his landings for when you press the button. Then change tactics and finish him off with the Hundred Hand Slap. Ken's even easier to dispatch. Honda can use the same tactics. Instead of pulling back all the time try swapping around and pushing forwards,hitting fire just as he lands in front of you for a huge crush or throw.

VS. DHALSIM

The good thing about fighting Dhalsim is that even when his limbs are stretched out towards you for a hit you can smack them back causing as much damage as if you'd hit his body! All you've got to do is perform the Hundred Hand Slap and he can't come anywhere near you. However, he still has the Yoga Fire and on higher levels he'll use that to keep his distance. If he tries to torpedo in on you just pull back and press fire to kick him out of the air. Jump over fire or block if there's no time.

VS. ZANGIEF

Honda can make complete mince-meat of the fat Russian by using the Hundred Hand Slap. If you want to try another move jump in and kick or drop down and scoop his legs away from underneath him. Zangief might stand a slight chance if you've had an off day, but with Honda's special power the big guy doesn't know what's hit him!

VS. CHUN LI

Like all the best wily fighters Chun Li will somersault over your head and try and attack you from behind. Just crouch down and whack her legs away from under her as she walks towards you. Bide your time and let her jump over your head. As she passes, quickly turn and hit her with the same move as she lands. Once she's been knocked down, hit her with the slap. You should have little trouble in dispatching her if you follow these tactics.

VS. GUILE

Don't put off attacking Guile for too long because he'll use his long range Sonic powers to smash you into the ground. Start jumping towards him whilst at the same time powering up your Hundred Hand Slap as you fly through the air. Once in close you'll be mid-slap and you will have knocked him completely off guard. Finish of the pest with a huge sumo crush by pushing forwards and pressing fire.

VS. BLANKA

As we've said before, for some unknown reason Blanka trundles towards you trying to get in close. Let him come, in fact encourage it by taking a few steps backwards, and then hit him with hard kicks and chops. Blanka will then probably try and move away so shoot up close to him with the Sumo Torpedo and repeat the process. Try to avoid the slap with him as he has a neat way of getting round it.

HONDA VS. THE BOSSES

VS. BALROG

If you take the initiative in this fight and move in close first you shouldn't have too many problems. Jump up at Balrog from the start while powering up a Hundred Hand Slap then follow up that with a leg sweep to force him back. Keep repeating the movement and victory will certainly be yours.

VS. VEGA

The Spanish leaper is probably the hardest boss to beat of 'em all. The key to winning this fight, as it always is with Vega, is timing. Vega is twice as fast as Honda so it's pointless trying to beat him on speed. Let him jump at you and time a kick to hit him as he lands. Immediately follow this up with a Hundred Hand Slap while he's thrown off guard and then move back slightly for a repeat run.

VS. SAGAT

Once again the big bosses's special powers are a lot stronger than yours, but your basic moves are better than theirs! Get in close to Sagat by executing a Sumo Torpedo at the beginning and then use a series of combination blows to force him back into a corner. Once you have him pinned use the Hundred Hand Slap to stun him and then move in close to use the crush.

VS. M. BISON

Reaching this point is an achievement in itself. Now, to be able to beat Bison you must pin him in a corner. When the fight begins jump backwards until you are near the end of the screen and then power up the Hundred Hand Slap which will hopefully hit and stun Bison. Now jump over him and use a combination of blows to force him into your corner and finish him off with the move.

CHUN LI

VS. ZANGIEF

Speed gives Chun Li an awesome attacking profile. Punches are her strongest weapon and although she's one of the best at kicking those moves are not as damaging. Hundred Foot Kick Zangief and then jump over his head, duck down and punch and kick. If he jumps in on you roundhouse kick him.

VS. E.HONDA

Honda's easier to beat than Zangief. Just jump over his missile attack and come up behind for an easy throw. Unleash the Spinning Bird Kick if you get stuck in the corner and Honda will be knocked senseless!

VS. GUILE

Like Chun Li, Guile is a master of aerial combat, so try not to fight him in the air. Keep close to him so that he doesn't try a Sonic Boom and use your Spinning Bird Kick and sweeping kick to defeat him.

VS. BLANKA

Wait until he jumps at you , block him and then retaliate with quick punches and kicks. If he backs off get ready to leap over his Rolling Attack.

VS. KEN/RYU

Due to your opponents' speed and power in close combat it is far better to hold back, wait until they jump at you and then counter attack with a Spinning Bird Kick. Once your opponent is stunned move in close for the kill and throw, Hundred Foot Kick or punch them to death!

VS. DHALSIM

Get in as close as you can without being hit first. You've got to do this as fast as possible. Jump or run, it's not important, just get in close and try to stun him with throws. Once he's down get him in a corner and Hundred Foot Kick him into submission.

CHUN LI VS. THE BOSSES

VS. BALROG

Balrog shouldn't be any problem for Chun LI. Keep close to him using Spinning Bird Kicks and Hundred Foot Kicks and look for an opening or a stun and then throw.

VS. VEGA

Chun Li can just about keep up with the Spanish wonder, but Vega's a handful for whoever takes him on! Use leg sweeps to hit him when he comes close to you. Alternatively from the start use a Spinning Bird Kick and if you're lucky you'll hit him twice, knocking him over for a stun. By the time he's recovered you will have taken quite a sizable chunk of his energy away so just bash away with kicks and punches 'till the end.

VS. SAGAT

The best tactic to adopt here is to jump at Sagat using the flying knee attack. Don't bother with any move that takes a long time to execute or you'll be history!

VS. M.BISON

Use the same tactics as RYU for beating Bison. Crouch down and try and get him with fast punches and kicks when he comes in vertically attacking you. Make sure you've turned the timer off on the option screen before-hand though as this boy takes time and was not made for beating!

ZANGIEF

VS. HONDA

This battle will boil down to sheer power as neither Zangief nor Honda are known for their subtle attacking methods. Use a flying punch attack to get in close then follow up with chops and kicks to force Eddie back into a corner. Once you have him pinned, continually attack with a Spinning Clothesline to beat him.

VS. DHALSIM

Don't hang around here or you'll be picked off by Dhalsim's extendible rubber limbs. Jump in with a flying punch or drop kick and get in close, then pummel him with power blows whilst you have him in range.

VS. BLANKA

There won't be any fancy moves used in this fight, the winner will be the one who hits faster and harder than the other. From the start leap straight in at Blanka and use quick attacks to keep him off guard. Because of Blanka's tendency to come on to you he's one of the easiest to get in close to to

VS. KEN/RYU

Get in close to the boys and stay there if you want to win. Once there alternate between high and low kicks and when they're stunned crouch down and push forward on the joy stick and press fire. You'll scoop them up and over your head. Quickly run up to them and repeat the process.

VS. CHUN LI

Chun Li will tend to jump over you and try to strike from behind. To combat this kneel down and hit her with a toe kick as she lands. If you keep repeating this process you will soon beat her.

VS. GUILE

If you follow the method you used to beat Ken and Ryu you can't go wrong. Quickly get close and use high and low attacks for maximum effect. If you stun Guile immediately move in close and use the Pile Driver to see a massive decrease in his energy.

ZANGIEF VS. THE BOSSES

VS. BALROG

Begin the fight with a flying dropkick then use low kicks and chops to hit him and force him back into his corner. Once pinned use the Spinning Clothes Line to win.

VS. VEGA

If you can keep Vega in one place long enough use the Spinning Clothes Line, but this is one tough fight!

VS. SAGAT

Edge towards Sagat, then when near fly forward with a knee drop so that he blocks. Now you are in close pin him down with quick hits and kicks and finish off with the Clothes Line.

VS. BISON

Perform a Spinning Clothes Line and with any luck Bison should jump into it! Now use quick kicks and punches and retreat to repeat the process.

NEXT MONTH

In the third part of his guide to the best Amiga beat 'em up available, Steve Keen will return with more top tips. In the next issue he will give you the low-down on the remaining street fighters – Ken, Guile, Blanka and Dhalsim.

FX STAR BUYS

ASSASSIN RRP £25.99

FX PRICE

£12.99

WHILE STOCKS LAST

INCLUDES: BACK TO THE FUTURE III, THE REAL GHOSTBUSTERS, R-TYPE, SINBAD AND THE THRONE OF FALCON, ARMALYTE, DEFENDERS OF THE EARTH, SHANGHAI, BOMBUZAL, 1K + TV SPORT FOOTBALL

BIG BOX 2
RRP £29.99

FX PRICE

£12.99

WHILE STOCKS LAST

FX DIRECT

FX STAR BUYS

ARCHER McCLEAN POOL
RRP £25.99

FX PRICE

£12.99

WHILE STOCKS LAST

FIRE FORCE
RRP £25.99

FX PRICE

£14.99

WHILE STOCKS LAST

Unit 10, Beaumont Business Centre, Beaumont Close, Banbury, Oxon OX16 7TN
ORDERS & GENERAL ENQUIRIES, please call: 0295 263363. FAX: 0295 263991

AMIGA GAMES

Title	FX Direct Price	RRP
A 320 Airbus	22.99	35.99
Air Warrior	22.99	34.99
Aliens 3	19.99	29.99
Another World	16.99	25.99
Aquatic Games	16.99	25.99
Arsenal FC	16.99	25.99
A-Train	24.99	39.99
Bat 2	22.99	34.99
Battle Toads	16.99	25.99
BC Kid	16.99	25.99
Birds of Prey	19.99	30.99
Board Genius	18.99	29.99
Body Blows	17.99	25.99
B17 Flying Fortress	22.99	34.99
Campaign	22.99	34.99
Carl Lewis Track & Field	16.99	25.99
Chaos Engine	16.99	25.99
Civilisation	22.99	34.99
Covert Action	22.99	34.99
Curse of Enchantia	22.99	34.99
Daemonsgate	22.99	34.99
Dark Seed	22.99	34.99
Dizzy Collection	16.99	25.99
Dune	19.99	30.99
Dune II	19.99	29.99
Dungeon Mastr/Chaos	19.99	29.99
Dynablaster	19.99	30.99
Elite II	22.99	34.99
Epic	19.99	30.99
Eye of the Beholder II	23.99	35.99
Fantastic Worlds	22.99	34.99
Fire Force	16.99	25.99
Fire & Ice	16.99	25.99
First Samurai/Meglomania	19.99	30.99
Floor 13	19.99	30.99
F15 Strike Eagle III	22.99	34.99
Formula One Grand Prix	22.99	34.99
Graham Gooch	19.99	29.99
Gunship 2000	22.99	34.99
Harpoon V1.2.1	22.99	34.99
Harrier Assault	22.99	34.99
Head to Head	22.99	34.99
Hero Quest II	17.99	29.99
History Line	22.99	34.99
Hook	16.99	25.99
Humans	19.99	29.99
Indiana Jones Atlantis Adventure	19.99	30.99
Indiana Jones Atlantis Action	19.99	30.99
John Maddens	19.99	30.99
KGB	19.99	30.99
Kick Off 3	16.99	25.99
Knights of the Sky	22.99	34.99
Knightmare	19.99	29.99
Krusty's Funhouse	19.99	29.99
Legend	19.99	30.99
Legend of Kyrandia	22.99	34.99
Legend of Valour	27.99	39.99
Lemmings II	20.99	30.99
Lemmings Double Pack	19.99	29.99
Lethal Weapon 3	16.99	25.99
Links	32.99	44.99
Lion Heart	16.99	25.99
Lost Treasures of Infocom	27.99	39.99
Lotus III	16.99	25.99
Lure of Temptress	19.99	30.99
Mega Fortress	19.99	30.99
Microprose Golf	22.99	34.99
Moonstone	19.99	29.99
Nick Faldo Golf	22.99	34.99
Nigel Mansells Championship	19.99	29.99
No Second Prize	16.99	25.99
Oh No Not More Lemmings (add on)	13.99	19.99
Oh No Not More Lemmings (stand alone)	16.99	25.99
Ork	16.99	25.99
Pacific Islands	19.99	29.99
Perfect General	22.99	34.99
Pinball Dreams	16.99	25.99
PGA Courses	10.99	14.99
PGA Plus	19.99	29.99
Pinball Fantasies	19.99	29.99
Plan 9	19.99	34.99
Player Manager II	16.99	25.99
Populus II	19.99	30.99
Power Pack 2	19.99	29.99
Premiere	19.99	29.99
Premier Manager	16.99	25.99
Project X	16.99	25.99
Pushover	16.99	25.99
Putty	16.99	25.99
Ragnarok	19.99	30.99
Railroad Tycoon	22.99	34.99
Raving Mad	16.99	25.99
Reach For The Skies	22.99	35.99
Road Rash	19.99	30.99
Robocop III	16.99	25.99
Robosport	19.99	29.99
Scrabble Deluxe	22.99	34.99
Secret of Monkey Island II	23.99	37.99
Sensible Soccer	16.99	25.99
Sensible Soccer 92/93	16.99	25.99
Shadow Lands	19.99	30.99
Shadow Worlds	16.99	25.99
Shuttle	23.99	35.99
Silent Service II	22.99	34.99
Sim Ant	19.99	30.99
Sim Earth	22.99	34.99
Space Quest IV	25.99	39.99
Special Forces	22.99	34.99
Storm Master	19.99	30.99
Street Fighter II	19.99	29.99
Striker	16.99	25.99
Super Hero	19.99	30.99
Super Tetris	19.99	29.99
Terminator II	16.99	25.99
The Addams Family	16.99	25.99
The Games Espana 92	19.99	29.99
The Manager	19.99	30.99
Troddlers	16.99	25.99
Trolls	16.99	25.99
Ultima VI	19.99	30.99
Utopia	19.99	30.99
Utopia & Data Disc	19.99	30.99
Vroom	16.99	25.99
Wing Commander 1	22.99	34.99
Wizkid	17.99	25.99
WWF II	16.99	25.99
WWF Wrestling	16.99	25.99
Zool	16.99	25.99

PROFESSIONAL SOFTWARE FOR YOUR AMIGA

ACCOUNTS

	FX Direct Price	RRP
Arena Accounts	83.99	117.99
Cashbook Combo	45.99	79.99
Home Accounts 2	35.99	54.99
Personal Finance Manager Plus	29.99	39.99
System 3	38.99	59.99

DATABASES

	FX Direct Price	RRP
Superbase Personal 2	19.99	102.99

MUSIC/SOUND

	FX Direct Price	RRP
Amas 2	64.99	99.99
Audiomaster 4	43.99	59.99
Audio Engineer Plus	159.99	204.99
Bars & Pipes Professional	179.99	299.99
Dr. T's Copy Apprentice.	69.99	99.99
Dr. T's KC5 Level 2 V3.5	184.99	279.99
Deluxe Music Construction Set	49.99	69.99
Stereomaster	29.99	39.99
NEW VERSION Technosound Turbo	29.99	39.99

DESKTOP PUBLISHING

	FX Direct Price	RRP
The Publisher	32.99	49.99
Pagestream V2.2	126.99	204.99

HARDWARE/UTILITIES

	FX Direct Price
Amiga 500 Upgrade	23.99
Amiga 500 Plus	32.99
Amiga 600 1 Meg Upgrade	37.99
Can Do V2	99.99
Cumana External Drive	52.99
Directory Opus V4	49.99
G. B. Route Plus	39.99
Kickstart Rom V1-3	27.99
Kickstart Rom V2-4	34.99
Pyramid Scanner	89.99
Rom Switcher	18.99
Rocgen Plus Genlock	119.99
Screen Beat Speakers	19.99
Quarterback V5	42.99
X Copy V9.2	33.99
Professional Midi Interface	24.99

SPREADSHEETS

	FX Direct Price	RRP
Advantage	69.99	102.99
Maxiplan 4	32.99	49.99

ASSEMBLERS/COMPILERS

	FX Direct Price	RRP
Amos The Creator	30.99	49.99
Amos 3D	21.99	34.99
Amos Compiler	18.99	29.99
Easy Amos	24.99	34.99
Amos Professional	39.99	69.99
Devpac 3	44.99	69.99
Lattice C V6.0	199.99	299.99

ANIMATION/GRAPHICS/EFFECTS

	FX Direct Price	RRP
Art Department V2.1	129.99	219.99
Director 2	69.99	102.99
Expert Draw	48.99	69.99
Expert 4D Junior	36.99	49.99
NEW Deluxe Paint AGA V4	64.99	99.99
Turbo Print Professional.	39.99	49.99
Vidi Amiga 12	74.99	99.99
Broadcast Titler 2	159.99	249.99
Scala 500	69.99	99.99

WORDPROCESSORS

	FX Direct Price	RRP
Interword	19.99	49.99
Mini Office	42.99	59.99
NEW ENGLISH VERSION Penpal V1.4	34.99	49.99
Kindwords 3	32.99	49.99
NEW Final Copy 2	64.99	99.99
NEW VERSION Wordsworth V2	74.99	129.99

ACCESSORIES/PERIPHERALS

	FX Direct Price
10 Blank Bulk Disks	4.99
25 Blank Disks	11.99
50 Blank Disks	20.99
100 Blank Disks	39.99
3.5" 100 Capacity Disk Box	5.99
Amiga Mouse Mat	2.50
Amiga Dustcover (500)	3.99
Amiga Dustcover (600)	3.99
Amiga Replacement Mouse	9.99
Cruiser Multicoloured Joystick	5.99
Fighter Joystick	4.99

EDUCATIONAL SOFTWARE

EDUCATIONAL

	FX Direct Price
Funschool 4 under 5	16.99
Funschool 4 between 5-7	16.99
Funschool 4 between 7-11	16.99
Funschool Specials:	
Merlin Maths (7-11)	16.99
Spelling Fair (7-13)	16.99
Paint & Create (over 5 yrs)	16.99
Adi Range:	
Adi Maths 11-12yr – 12-13yr	16.99
Adi Maths 13-14yr – 14-15yr	16.99
Adi English 11-12yr – 12-13yr	16.99
Adi English 13-14yr – 14-15yr	16.99
Adi French 11-12yr – 12-13yr	16.99
Adi French 13-14yr – 14-15yr	16.99

EDUCATIONAL

	FX Direct Price
Kosmos Range:	
Answer Back Senior (12-Adult)	14.99
Answer Back Junior (6-11yr)	14.99
Fact File 500's (Require Answer Back Junior to Senior to Work)	
Fact File 500 Arithmetic (6-11yr)	8.50
Fact File 500 Spelling (6-11yr)	8.50
Fact File 500 World Geography (12-Adult)	8.50
Fact File 500 General Science (12-Adult)	8.50
Maths Adventure	16.99
Kosmos Languages:	
French Mistress (All ages)	14.50
German Master (All ages)	14.50
Spanish Tutor (All ages)	14.50
Italian Tutor (All ages)	14.50

EDUCATIONAL

	FX Direct Price
LCL Range:	
Micro English (8 – GCSE)	18.95
Micro Maths (8 – GCSE)	18.95
Micro French (8 – GCSE)	18.95
Micro German (8 – GCSE)	18.95
NEW Micro Science (8 – GCSE)	18.95
Mega Maths (A-Level Course)	18.95
Primary Maths Course (3-12)	18.95
Reading/Writing Course (3-8)	18.95
Miscellaneous Software:	
Compendium Six (4-12)	29.99
Better Maths (12-16)	14.99
Noddy's Playtime	17.99
Magic Maths (4-8)	14.99

HOW TO ORDER

PLEASE Charge my Access/Visa/Switch No . . . . Expiry Date: . . . .

ORDER FORM
PLEASE SUPPLY ME WITH THE FOLLOWING

TITLE	PRICE
P&P	
TOTAL ENCLOSED	

DATE. . . . .
NAME. . . . .
ADDRESS. . . . .
. . . .
. . . .
. . . .
POSTCODE. . . . .
TEL: . . . .

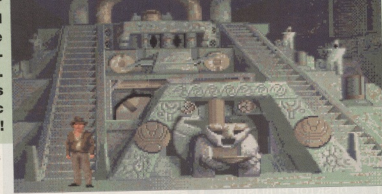
PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO FX DIRECT AND SEND TO THE ADDRESS ON OPPOSITE PAGE. PLEASE ALLOW CHEQUES TO CLEAR. E&OE.

SOME OF THE ITEMS FEATURED MAY NOT BE RELEASED AT TIME OF GOING TO PRINT, BUT WILL BE DESPATCHED AS SOON AS THEY BECOME AVAILABLE.

UK ONLY PLEASE ADD £1.25 FOR THE FIRST ITEM AND AN EXTRA 50P FOR EACH ADDITIONAL ITEM. NEXT DAY DELIVERY AVAILABLE AT £4.99 PER ORDER. (OVERSEAS ORDERS WELCOME P&P DEPENDENT ON DESTINATION).

INDIANA JO
AND THE FATE OF ATI

When last we left our hero, Indiana Jones, and Sophia, the sultry stage psychic, had just journeyed to Monte Carlo. What now? US Gold's action-packed graphic adventure storms on!



'I'm not an engineer! I've got an Arts degree!' Never mind that Indy, you need to get the machine working. Guide Indy through the perilous passages of the city beneath the sea.

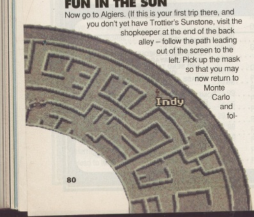
As before, the main bulk of the text describes how to follow the adventure by the Team path. Supplemental information follows for the particular problems of the Wits and Fists paths, where different.

Once upstairs in the hotel, you may either let Sophia try and impress Trottier with a séance, or, if you've been to Algiers, scare him into parting with the Sunstone he holds. The answers to the first three questions with which Trottier tests Sophia were given away when he chatted with Indy, so pay attention! When he asks about fingers you could just try guessing, after all you do have a 20% chance of getting it right, and you can play it safe by saving the game beforehand anyway. The number of fingers changes every time the question is posed, however, so it doesn't automatically follow that if you take the finger test five times you'll get it right – guessing means just that: trial and error.

A more certain course, especially if you have a taste for the melodramatic, is to go to Algiers before Monte Carlo, and pick up the frightening mask from the shop. At the séance, while Sophia and Trottier are busy, Indy may open the cabinet and take the flashlight from inside. After opening the fuse box, Indy may use the circuit breaker, then (in the dark) use the mask, the bedding, and the flashlight to make a Nur-Ab-Sal-like spectacle of himself. Walk to the centre of the room and Trottier should be suitably impressed: leaving Indy the Sunstone he requires.

FUN IN THE SUN

Now go to Algiers. (If this is your first trip there, and you don't yet have Trottier's Sunstone, visit the shopkeeper at the end of the back alley – follow the path leading out of the screen to the left. Pick up the mask so that you may now return to Monte Carlo and follow the sure-fire Sunstone swiping procedure described above.) Even if you already have the Sunstone, approach the shopkeeper and take the mask from his stall – assuming, of course, you don't already have it. Indy should now flash the Sunstone to the shopkeeper – he will reveal himself as Omar Al-Jabbar. Omar will offer Indy a map showing the location of an archaeological dig – take it, X marks the spot. Before leaving, trade the mask back to Omar for another object, such as a brass spittoon.



Take this new artifact to the grocer and trade it for squab-on-a-stick. If the grocer doesn't want it, take it back to Omar and exchange it for another item. Continue to do this until you have found an object which the grocer will accept.

Give the squab to the beggar and accept the balloon ticket he offers in return. Now go to the knife thrower and persuade Sophia to volunteer for his act. Indy needs to speak to her using the third, then the first sentences of the dialogue path offered. When she approaches the knife thrower, push her. After stumbling into his act, the knife thrower will reward Sophia's co-operation with the gift of a knife.

Go to the balloon vendor on top of the roof, give him the ticket, and take your balloon ride. Once aloft, Indy needs to get mobile by cutting the rope that still tethers the balloon to the ground – use the knife with the rope to do this. If you don't spot the dig site whilst flying over the desert (Remember, X really does mark the spot), land at a nomad encampment, show Omar's map to the locals, and get directions: if the distance to the site is described as being 'considerably' further, that means it is two screens away in the direction named, just a direction (east, north, etc) indicates a distance of one screen in the direction named, a direction preceded by the words 'slightly' or 'very' indicates that the site is on the same screen as Indy's present location – take to the air again and have another look. To land the balloon at a particular location, click the left mouse button repeatedly (or the equivalent control) once the balloon is overhead.

DIGGING FOR VICTORY

At the dig site Sophia will wander off – down a hole, in fact. Indy should use the ladder to climb down the pit – its dark down there, but Indy shouldn't come to any harm feeling his way around. Pick up the 'long, tubular thing' (a hose) and the 'clay thing' (a jar) and climb back up the ladder. Cross to the truck, and open its gas tank. Indy now needs to use the hose with the tank and the jar so as to fill it with petrol ('gas'). Return to the dark pit carrying the jar full of gas and open the 'metal cap' on the 'metal thing' (it's a generator). Use the gas filler pipe now exposed with the gas-filled jar to refuel the generator. Now use the 'little metal thing' – an on/off switch – to set the generator running, bathing the underground scene with light.

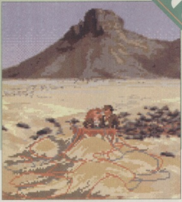
Pick up the 'rib' of a ship, positioned near the ladder, and use it to push away the crumbling wall to the right. Insert the wooden bung from the table into the hole in the centre of the mural, then place the Sunstone on the rod so that the right symbol (indicated in Plato's Lost Dialogue on the final paragraph of the left-hand page of the pair marked by the third paperclip), is opposite the horns above. Now click on the peg.

Once Indy has been reunited with Sophia he ought to switch off the generator, open it and remove the spark plug. Together with the distributor cap held by Sophia it will now be possible to restore life to the truck and leave. Be sure to take the amber fish on a string – it is used to detect orichalcum.

JUST A MINOTAUR

Crete is the next stop on Indy's trek. After landing find the path to the left of the screen and follow it to the old ruins. Push away the stones from the mounds in the town centre to reveal two statues – a bull's head and tail. Retrieve the surveyor's instrument from the ridge above the dig (The dig is on the far side of the hill from the pedestal.) and use it on both statues.

ONES
LANTIS
PART 2



Feeling deflated? The balloon may have landed with a bump, but the dig site is just a stone's throw away.

Once in place, look through it and position it to face the bulls horns in the centre of the ruins. From the bull's head align the vertical line with the edge of the right horn. From the bull's tail align it with the edge of the left horn. When done properly a dotted line will appear and indicate the location of a Moonstone. Position the Sunstone on the pedestal with the same alignment used in the desert. Turn to the pair of pages in the Lost Dialogue referred to earlier, and discover the setting for the Moonstone from the first paragraph on the right-hand side. After both stones have been placed, click the spindle.

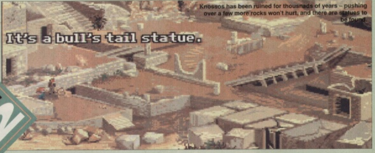
Enter the labyrinth through the recently revealed door. Take two of the busts fronm the shelf and go through the exit. Now use your whip on the remaining bust which is still visible. Don't worry about the gate closing as the only way forward is in the labyrinth.

Have a loook around the labyrinth. When you reach the closed gate use the three busts on the shelf to open it. To get the gold box you first need to find Sternhart's staff to release the counterweight and trigger the lift.

Find the room containing the minotaur statue and stand on the bouncy floor. Persuade Sophia to join you and the floor will turn into a lift to the level below. If you and Sophia aren't quite heavy enough use your whip on the minotaur's head to add more weight.

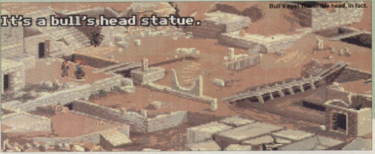
Down below Indy will find the staff next to Sternhart's corpse as well as the Worldstone. Having retrieved the Worldstone, head behind the waterfall and climb back to the upper storey using the chain concealed behind it. Take the staff back to the gold box screen and use it with the chock, thereby freeing the counterweight. Descend to the room below and shove the staff in the mouth of the statue. The elevator will take you back to the room with the gold box. Take the box and the two orichalcum beads.

Far Right: *Transport the transit to the two statues of bull's body parts and survey the large stone horns in the centre of the ruined town.*



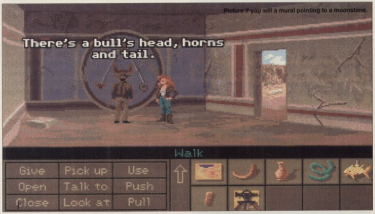
It's a bull's tail statue.

Knossos has been ruined for thousnads of years – pushing over a few more rocks won't hurt, and there are statues to be found.



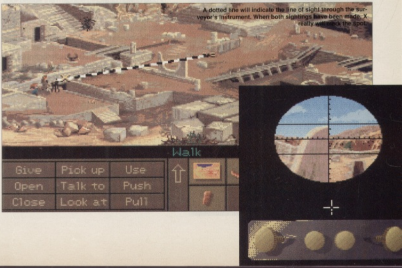
It's a bull's head statue.

Bull's eye! The whole head, in fact.

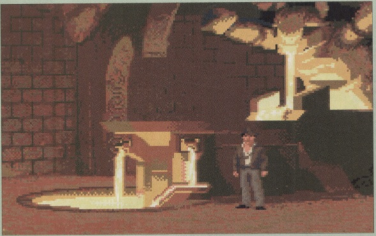


There's a bull's head, horns and tail.

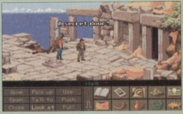
Picture if you will a mural pointing to a moonstone.



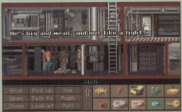
A dotted line will indicate the line of sight through the surveyor's instrument. When both sightings have been made, X really will mark the spot.



Lava man. Red hot molten rock is always a handy thing to have at your disposal, but make sure you've got the necessary objetcs before tackling it.



The entrance to the labyrinth is reveled when the Sunstone and the Moonstone have been aligned on the pedestal.



Here Indy rescues Sophia with a little pail help.

THE FISTS PATH

In Algiers, speak to Paul at Omar's shop, using the first sentences from the first three lists of dialogue options. Give him Trottier's business card; later, ask him to speak to Omar again and follow him to Omar's house by watching his fez.

At Omar's house, Indy can use his whip with the hanging crockery to stun Hörst. Take the cloth map hanging by the window. The camel is standing outside the window.

Whilst crossing the desert by camel, make it easier to find the dig site by taking directions from the nomads. At the dig, ignore the shooting and climb down the ladder. Use the 'little metal thing' to switch on the portable generator in the pit. Once it's light, push the round object on the painting on the left. The Sunstone should be picked up once located. To leave the dig, break through the crumbling wall on the right using the ship's rib. Take the wooden peg from the table and put it in the central hole of the mural. Use the Sunstone with the peg: look at the Sunstone to adjust it to the proper setting – indicated in Plato's Lost Dialogue (final paragraph, left-hand page, marked by third paperclip). Turn the Sunstone so the correct symbol is opposite the horns at the top, then click the peg.

When Indy is held at gunpoint he may overcome the Nazi by using his whip with the gun, before beating him up. Leave the dig by using the rope ladder to climb to the balloon at the left of the site. Fly north to Crete.

The shelf-less gate in the labyrinth cannot be opened, so Indy may safely ignore it. The heavy door, however, may be opened simply by persistently pushing it. Cross the chasm beyond the heavy door by using Indy's whip with the stone outcropping above it. When Hans comes down the hall, Indy should hide behind the slab on the right then push it on him when he's within range. Dispose of Anton by getting onto the ledge over him and pushing the stalactite (the hanging column of rock). Indy ought to take the stalactite with him afterwards. To overwhelm Arnold, use the ship's rib with the boulder in the cave next to his to roll the boulder into him. This will not put Arnold out of action so Indy must move to the other side of the boulder and use the stalactite with the boulder. If Indy can't talk his way past Arnold to reach the far side of the boulder he should back off. Search Arnold, take the amber fish on a string (the orichalcum detector), and retrace Indy's steps, using it to home in on Sophia's necklace. Remember to put all orichalcum beads in the gold box or the detector will be distracted. Sophia may be rescued by using Indy's whip with the pit in which she languishes.

Find the directions to give to the captain of the salvage vessel from the Lost Dialogue of Plato. The pages marked by the third paperclip give the distance and direction from Atlantis to Thera (the Lesser Colony). Reduce the distance to one tenth of that stated and reverse the direction to be travelled (as Thera is the departure point). Before boarding the boat, go to the dig site in the mountains and take the tyre repair kit beside the truck. Take this on board the boat and use it to mend the diving suit. Use the air-hose with the refurbished diving suit, then use the diving suit. Have Sophia use the hoist with Indy in the diving gear. Indy will only be able to hold his breath for three minutes, so hurry him through one of the openings to Atlantis.

Return to the minotaur room and stand on the elevator. If you didn't get the staue's head onto the elevator earlier do it now. Indy will then descend to rejoin Sophia. You can't persuade her to climb the chain so leave the room by the back exit. At the awkward gate without a shelf, push Sophia through the hole beside it so that she may use the pulley on the other side.

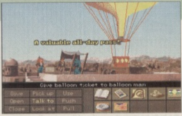
After Sophia has opened the door, use the orichalcum detector (the amber fish on a string) to locate a secret door in one of the chambers in this area. The detector, however, points to the closest orichalcum, so Indy must place his in the (lead-lined) gold box. Sophia's necklace has got to go in too: convince her to deposit it in the box by using the third sentence, followed by the third, first, first, and first again.

In the Map Room it is only possible to open one door at a time, using a three-stone combination, as each door corresponds to a specific path onward (Team, Fists, and Wits). When Kerner kidnaps Sophia do as he says – now is not the time for heroics. Indy should give him the locking stones, then leave by using the ship's rib with the rock wall to the right of the cave.

DIVE! DIVE! DIVE!

From the conning tower of the submarine, after knocking out its captain, Indy may use the intercom to order the crew to the bow of the vessel. Now take the plunger from beneath the 'head' on the bottom level and use it with the broken depth control lever. Indy may speak with Sophia through the bulkhead behind her: a dialogue path using the third, then second, sentences on offer will persuade her to distract her Nazi guard. Indy may now sneak up on Sophia's captor and knock him out: give Sophia the signal to make her move by using any line other than the one about 'fine leather jackets'.

The locking stones have been stashed in the strong box in the room in front of the ready room. To open the box, take the porcelain mug from the shelf in the galley and scoop up some of the battery acid that has pooled beneath the galley, on the bottom level ('Use mug with acid.'). Indy may now use the mug with the strong box and dissolve a hole large enough to reach the stones through. The key with which to unlock the submarine's wheel is also inside.



'Aviation Express? That'll do nicely, Sir!' Indy gets his balloon ticket punched.

Pick up the slices of bread and the cold cuts elsewhere in the sub (for future use), and get ready to move. Indy should guide the sub to and fro in its search area until an opening in the sea bed is located. Steer the sub through this opening.

ATLANTIS AT LAST

Indy can feel his way around the dark room: locate the wooden ladder near the bottom of the screen, beneath the arch, and take it to the rubble at the right of the screen. Use the ladder to climb over the rubble to the 'stone things' at the top. Open the stone box and place a bead of orichalcum in the metal rod found inside: the rod will now illuminate the room. Set the three locking stones to the standard combination, then turn each 180 degrees and click on the spindle. Pop a bead of orichalcum into the mouth of the statue before proceeding.

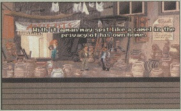
In the Outer Ring of Atlantis, rooms that would otherwise be inaccessible may be entered through the grates set into their walls. Indy can get the cup from the statue on the far side of the hole by using the ladder with the hole.

It is virtually impossible to overpower Sophia's new Nazi guard: instead, locate the vent beside the sentry statue. Place a bead of orichalcum in the statue.

When in the lava room, divert the lava flow by using the cup on the pedestal, then using the statue's head with the plaque. Indy ought to take a cup of lava with him when he leaves. In the crab room make a crab trap by using the gum, cold cuts and bread with the rib cage. (If any of these tasty morsels are missing from Indy's inventory, mug a guard and steal his food.) Now place the trap in the pool and retrieve any crabs which blunder into it.

ARTIFACTS
Look at yo-yo
Give
Pick up
Use
Open
Talk to
Push
Close
Look at
Pull

What a yo-yo! The shopkeeper identifies himself as Omar.



With it a man may spit like a camel in the privacy of his own home.

Omar describes one of his enormously useful artifacts – a stylish spittoon in which to fling one's phlegm.

Thank you, effendi.

Look at
Give
Pick up
Use
Open
Talk to
Push
Close
Look at
Pull

Lucky beggar! Indy treats him to a squab-on-a-stick. In return he will give Indy a very valuable balloon ticket.

Drop ballast
N
W
E
S

Get on down! vent some hydrogen and head for that dig site! Using a combination of right and left button clicks to find the correct airstream is probably one of the tricklest parts of the game.

Once in the machine room, use the bronze spoked wheel on the peg over the statue, then use the cup of lava with the funnel at the top of the contraption. Afterwards, look in the dish beneath the statue's mouth. Take the robot part from the sentry, and the bronze wheel – they'll come in handy later. There is also plenty of orichalcum here, handy to stock up on while you have the chance.

To drain the water from the sentry room and open its double doors, place one bead of orichalcum in the eel figurine, then put another one in the fish statue. Sophia cannot be rescued from the cage until Indy has a hinge pin from the Inner Ring of Atlantis…

At the canal, distract the octopus by giving it the crab caught earlier. The crab-raft is fully operational – once powered by an orichalcum bead placed in its mouth. Unlock the gates with the locking stones: the Sunstone will undo both gates in the first chamber, when used with the spindles above the gates. The further Indy gets from the first chamber, however, the smaller the spindles become, requiring the smaller locking stones to open them.

The entrance to the Middle Ring is passed by using the ladder on the sentry statue, opening its chest, and replacing the missing parts. Using the diagram from the cupboard (in which a crescent-shaped gear may be found) as his guide, Indy may now place the bronze gear, the bronze spoked wheel, and the robot part found in the First Ring, and the crescent gear itself, in the correct positions. Place the bronze spoked wheel on the central peg, put the robot part on top of it, and then position the crescent gear across the two pegs on the right. If you want to move the arm forward, place the bronze gear on the upper left peg; to move it backward, put the gear on the lower left peg. Once this has been finished, feed an orichalcum bead to the statue.

To get through the next portal, use the chain with the bronze loop on the door. Move the left arm of the sentry robot forward and connect the other end of the chain to this. Now change the gear in the robot so that it will move back its arm. The hinge pin with which to rescue Sophia should pop out at this point. Once he has it, Indy should give it to Sophia, then lift the cage door and tell Sophia to brace it with the hinge pin.

After she has been rescued Sophia will soon start to display bizarre behaviour – Nur-Ab-Sal is possessing her through her necklace. Trick Sophia into removing the necklace by looking at her, using a bead of orichalcum in the medallion's mouth, then using the opened gold box with the necklace when Sophia holds it up.

The huge machine may be set in motion by a bead of orichalcum in its mouth as well. Indy may replace the machine's missing steering levers with the hinge pin from the door that was pulled down, and the sceptre from the room with the lava pit. Before proceeding further, Indy should study the diagram on the wall in the corridor (explaining how to get the machine moving), and the diagram on the floor beside the machine (showing how to stop it).

Once in the Inner Ring, the steps in the foreground are the target for which Indy needs to aim – and only one of the doors gives access to them. The connections between the doors may be mapped (Take note that some lead to one-way ramps!), and don't overlook the stairways! Cross the lava crust by walking towards patches that are open – whenever Indy steps on some lava the piece immediately in front of him will vanish. Set the locking stones to match the arrangement indicated on the wall of the lava maze.

How may the dastardly Ubermann be overcome? After all, we don't want Indy transformed into a loathsome monstrosity, do we? When Ubermann orders Indy onto the platform, explain that it might not be a good idea to create a terrible monster in the near vicinity. Use a dialogue path starting with the third sentence, followed by the second, third, fourth, third, second, and first. With Ubermann vanquished the world may sleep safely in its bed until the next time it needs the archaeologist with the whip – thanks Dr Indiana Jones!

THE WITS PATH

In Algiers, go to Omar's shop and talk to his servant. Use the first sentence of the dialogue path, then the first, first, then fourth. Give the servant Alain Trottier's business card. If Omar still won't speak to Indy ask Paul to try again, and follow him to Omar's house. If you find it hard to keep track of him, make Paul stand out in the crowd by getting him to wear a fez. Follow the man already wearing a fez into the marketplace and speak to him using the fourth sentence, followed by the third, first, third, first, and second. When Paul gets back, ask him the price of the pots before giving him the fez and talking him into wearing it.

At Omar's house trick him into entering the closet, then shut him in. Go to the laundry beside the window – a map drawn on cloth is hanging there. Take the pole from the pot in the foreground and use it with the map to knock it down. Take Omar's statue and/or the blackbird statue and leave.

In the desert, bribe the foreign legionnaires by using the first sentence, followed by the first again, then hand the officer either the blackbird statue or Omar's statue. The nomads will give directions if asked. At the desert dig-site, after illuminating the cave, push the round object on the painting to the left.

After the generator's spark plug has been fitted in the truck, use some orichalcum with the statue hidden at the dig site, then use the statue with the spark plugs to start the truck.

In Thera, go to the mountain dig site, close the crate, and retrieve the invoice fixed to the lid. Close the door of the dig site's inner room, then use the Sunstone with the peg in the hidden compartment. Adjust the disks – the setting may be found by referring to the last paragraph of the left-hand page, marked by the third paperclip, in Plato's Lost Dialogue. Open the door, pick up the carved sign, and retrieve the Sunstone.

To get a look in the lockers on the submarine, distract the guard by making a sandwich from the bread and cold cuts and eating it in front of him. Remove the Moonstone and the Torpedo Launch Instructions from the locker. Take the greasy rag from the forward torpedo bay and wrap it around the exposed wires in the aft torpedo section. Using the Launch Instructions prepare the control panel and push the launch lever. Go to the forward torpedo section. Take the clothesline from the bunk room and tie it to the launch lever, then get into the torpedo tube and pull the clothesline.

In Crete, when using the Sunstone, set it to the same position as in Thera. Align the Moonstone using Plato's Lost Dialogue as a guide: first paragraph, right-hand page, marked by the third paperclip. To descend in the elevator in the labyrinth, weight it down by using Indy's whip with the head of the Minotaur statue. Ignore the shelf.

Use the statue resembling the one stolen by Kerner with the microtaur's hatch. Then place a bead of orichalcum in the statue. There is a secret door in the first room beyond the Map Room – build an orichalcum detector by tying the clothesline to a hard rubber comb and charging it with static electricity from the woollen scarf. Use the detector to pick up any orichalcum beads lying around, then shut them in the gold box. The exit will now be indicated: start the subway car by placing a bead of orichalcum in its mouth.

The Action Zone

WIN
£250 WORTH
OF GAMES
0839 404076

AMIGA 600 or AMIGA 1200
CHOOSE
BETWEEN
THE NEW 36
BIT A1200
OR THE
TRUSTY
A600
0839 404074

INFRA RED JOYSTICK
OR STREETFIGHTER
JOYSTICK
Your choice! The control of
the arcade machine or the
cable free infra red.
0839 404075

STREET FIGHTER II
WIN ALL OF THESE!!!
0839 404071

WIN
SONIC THE HEDGEHOG 2
MEGADRIVE
+ MEGA CD
+ CD GAMES
0839 404072

WIN
+
SONIC THE HEDGEHOG 2
PLUS TV TUNER
0839 404073

ACTION
REPLAY FOR
YOUR MACHINE
Infinite lives, infinite
power, become
invincible
0839 404077

WIN WIN WIN
HARLEY DAVIDSON GEAR
GET YOURSELF A HARLEY
LEATHER JACKET
WORTH 500 QUID!!!
0839 404078

WIN!!!
The mountain
bike of your
choice upto £200
0839 404079

IMS Ltd, PO Box 28, Northampton NN1 5DS. Calls cost 36p (Cheap) 48p per min (all other times). Format: Multi choice questions with decider. Max cost £3.60. Ends 30.6.93. Please be sure that you have permission to make this call. Nintendo, Sega, Street Fighter II, Sonic 2 And Action Replay are all registered trademarks of thier respected companies. We are not related or endorsed by them.

the TROLL'S HEAD and ADVENTURE HELPLINE

Seekers after truth should follow the path that leads east of the moon and west of the sun, for there you'll find the door to the Troll's Head Inn. All weary travellers are welcome here, so find a chair near the roaring log fire and rest a spell.

RULES OF THE INN

1. No fondling the Serving Wenches.
2. Egyptian Mages will not be served unless accompanied by their Mummies.
3. Zombies who 'appear' under-age will not be served unless they can produce their gravestone.
4. Please do not tease the Dragon, he bites. You'd better believe it!

By Order of The Innkeeper.

NOTE: A bag of gold coins has been found in the outside toilet. Will the owner please form a queue at the bar.

HEROES WANTED BOARD

A valuable all-day pass!
Give balloon ticket to balloon man
Give
Pick up
Use
Open
Talk to
Push
Close
Look at
Pull

Lost, somewhere in the Mediterranean, a large city answering to the name of Atlantis. The city was last seen sinking beneath the waves, making 'gurgle, gurgle, gub, blub' noises, approximately 'umpteen' years before recorded history began. Applicants wishing to solve the Fate of Atlantis will be required to fight an entire Nazi spy-ring, fly the Sahara in an air-balloon, and 'live in'. Adventures come and go, but Indiana Jones and the Fate of Atlantis will be here for quite a while. It's easier than the Monkey Island games but just as much fun. Note: This quest carries the Troll's Head Golden Guarantee of Satisfaction. If, having played the game, you have any cause for complaint, you will be locked in a trunk with a 'Troll with an attitude' until you change your mind.

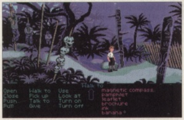
THE SHRINE OF KNOWLEDGE

Away from the noise and laughter which fills the bar, there is a shady corner where a red, velvet curtain shields the Shrine of Knowledge. It is to here that the humble and the penitent come to seek help with those quests which have brought them to their knees. Draw near and listen, so that you too may profit from the Font of all Wisdom.

MONKEY ISLAND I

The Inn recently received a bottle with a message in it from Timothy Burns of Belfast. Unfortunately it was thrown through the window! Anyway, Timothy claims that (a) He is a faithful CU Amiga reader, and (b) He is stuck on *Monkey Island*. Timothy's problem is that he doesn't know what to give to the cannibals so they will help him.

The Shrine replies: There are two items that the cannibals desire. (Three, if you count your plump body!) To begin with you should give some bananas to the monkey in the jungle to make him follow you. Now return to the giant Monkey Head statue and take a close look at the totem poles which are nearby. It is possible to pull the nose on one of these. (Take a closer look at the one on the left.) Walk to the Monkey Head and pick up the smallest idol that you find there. Give this to the cannibals and they will be so delighted that they'll give you the key to the village. You will now be able to remove that banana picker from the hut. The second item the natives are interested in is the leaflet which you should have by now which explains 'How to get Ahead'. Being head-hunters they will be intrigued with any information on how to get a head. [The old jokes are the best.]



If you are tired of monkeying about in the Caribbean grab yourself some bananas and get some help with the totem problem.

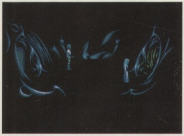
INDIANA JONES AND THE LAST CRUSADE

While most of us are drooling over the latest Indiana Jones adventure, Charles Brown from Margate is still wrestling with Indy's last adventure. Deep within the German lines, Charles finds himself in Castle Brunswald searching for a brass key to open the lock in the Uniform Store. He is also interested in knowing how he can open the chest in Henry's room back in the USA.

The Shrine replies: Isn't it a bit late to be wondering how to open a chest in the USA when you are up to your neck in trouble in Germany? I trust you're not thinking of cheating! Anyway, purely to help other lost souls who are having problems I'll explain that it is possible to push the bookcase in Henry's house, and that will allow you to get a large lump of sticky tape which has been stuck to the back of it. Take this gooey mess back to your office and place it in the jar of liquid which you'll find there. The liquid in the jar will dissolve the goo to reveal a key. This is the object you need to open the locked chest. Moving forward in time to Castle Brunswald you must first talk your way past the drunk guard and take his stein. Visit the kitchen and fill the stein with beer. Use the beer to put out the fire so you can take the roast boar. Head for the ground floor hallway and get past the guard using dialogue lines 3,2,1. Now you can enter the Laundry and steal a servant's uniform. Pass the next guard and climb the stairs. Duck into a nearby room and wear the servant's uniform. The next guard will accept a bribe of the painting from Henry's house and allow you to move forward to a room containing a chest. Inside the chest is a uniform with the key in the pocket.

I'll leave you to figure out how to get back to the Laundry and use the key which you have so cleverly found. Did I say 'You' found it!

LURE OF THE TEMPTRESS



Making your way through the caves of the *Lure of the Temptress* is a clever trick. Getting out again is even cleverer.

Having successfully made it through the caves to the dragon's lair in *Lure of the Temptress*, Steven Smith of North Humberside has hit a big problem. After talking with the dragon and gaining some important information, he and his girlfriend Goewin find that they can't return through the cave system to the outside world.

The Shrine replies: I bet you thought you were really clever when you made it through the caves with the help of Goewin. It's a pity you hadn't used your razor-sharp brain to think about what you were going to do to get out again. When in a dangerous situation a true leader always guards his rear. The trick is not to take Goewin all the way through the caves. If you leave her one room back from the final cave, you will be able to use her talents to get you out again. Think about it.

OPERATION STEALTH

Michael Raymar doesn't live anywhere that is very interesting. At least he didn't think it deserved a mention in the letter he wrote asking for help with *Operation Stealth*. Having been captured by the 'baddies', Michael is currently being lowered into a vat of piranhas, and he isn't too pleased about it.

The Shrine replies: What's the point of carrying all that wondrous spy equipment if you don't use it? The pen in your pocket isn't there for writing help messages to the Troll's Head Inn, you are supposed to use the acid it contains to melt the metal lock on the cage. Once you have the cage door open you will be able to use the fancy watch to fire a grappling hook into each wall just like Batman does. Now you can crawl along the wire and escape through the grille into the air vent.

ELVIRA I AND II

From a log cabin nestled in the snow-covered wastes above a Norwegian fjord, Tony Caffrey has sent a plea for help with both of the *Elvira* adventures. The problem with the first *Elvira* game concerns the chopper-wielding cook in the castle kitchen who decided that Tony's head would make excellent soup. In *Elvira II* our hero is going quietly nuts searching for the key to the elevator in the caves.

ROOM
INV
WEAPONS
DOWN
UP
LUNGE
HACK
BLOCK
PARRY
TAKE
DROP
EXAMINE
WAIT
PAUSE
SAVE
RESTORE

Welcome to Elvira's kitchen. Tonight we have a special soup, but the cook thinks it needs just a little more body in it.

The Shrine replies: There was a cook of whom it was said, 'She was a good cook as good cooks go, and as good cooks go, she went'. Unfortunately this cook is a bad cook, and she isn't going anywhere! Salt is the solution to this problem. Throw a fistful of salt into the fat lady's face and she'll shrivel up before your eyes. The salt you seek is hidden in the Torture Chamber on the Dungeon Level below. This handy item is guarded by a very tough skeleton who can be recognised by his red uniform. When you first enter the Spider Caves in *Elvira II*, head across the hall into Studio one. Find the elevator and turn it on, for you will need it later. When, and if, you make it to Level D of the caves you will meet the Director who has the elevator key in his wallet. Use the Telekinesis spell to relieve him of this little item.

ULTIMA VI

Having found seven pieces of the missing map in *Ultima VI*, Paul Knibbs of Leicestershire is up to his sword buckle in trouble. Currently our hero is stuck on Level 2 of Dungeon Wrong, but is unable to get any deeper. Paul writes, 'I think it may be necessary to get into the secret room at the North-East corner of Level 1, but I cannot switch off the forcefield. The switch in the middle cell seems the obvious choice, but its says, "Funny, nothing happens". What am I doing wrong?'

The Shrine replies: You are correct that the map piece you seek is to be found in Dungeon Wrong. On Level 3 you will find the Hydra's Chamber (Scary, scary) and there, behind a secret door, you will find what you desire. That's the good news. The bad news is that I do not recall the solution to the forcefield on Level 1, or encountering the message which you mention.

MONKEY ISLAND 2

Something tasty is simmering in the galley of the Bloody Lip restaurant, but it needs just a pinch of something special to make it really delicious.

A soggy, tear-stained letter from Adam Bermingham has arrived pleading for help with *Monkey Island II*. Using the miserable excuse that he is only 13, Adam seeks help in getting a job in the Bloody Lip bar as he needs money to get off the island. He has got the cheese squigglies (but let's not hold that against him), and he has tried polishing the pirate's pegleg for a reward (well he is desperate!), but still no luck.

The Shrine replies: I'm not surprised that you are stuck at this point because the next part is rather tough. Basically, what you are going to do next is capture the pirates pet rat then put it in the soup at the Bloody Lip bar. When the owner finds a rat in the soup he will fire the cook and offer you the job. To do all of that you first need to find the stick on the path near the beach and steal the knife from the kitchen at the Bloody Lip. Go to the Dry Cleaners, open the box and put the cheese squigglies in it. Use the stick with the box, then use the string with the stick (the string came from the alligator). When the rat tries to eat the squigglies, pull the rope to trap him in the box. Now you can take the rat to the kitchen and dump him in the soup. Enter the bar by the front door, order something to eat and then wait for the fun to begin.

HITCHHIKER'S GUIDE TO THE GALAXY

I would have thought that by now everyone would have finished playing the old text adventures from Infocom, but Richard Griffiths from Wales (where else?) has scribbled a plea for help with Infocom's *Hitchhiker's Guide to the Galaxy*. The book was confusing enough, but this game has got some pretty odd problems in it. Standing beside the Screening door onboard the starship Heart of Gold, Richard cannot get through this tricky obstacle.

The Shrine replies: Whenever things get tough, the British have a cup of tea. Broken your leg? A nuclear bomb has just gone off in your basement? Never mind, just have a cup of tea and things are sure to get better. In this case some tea will help, but strangely enough having no tea will also make things better. Once onboard the ship, pick up the interface card and head for the Nutrimat. Open the panel and swap the circuit board with the card. Leave the machine to get on with things while you return to the bridge to sort out more pressing problems. On your return you'll find that a cup of tea is waiting for you. Before you get this cup of 'real' tea, you have no tea. If you now get the real tea you will drop the 'no' tea. (I never said this was going to be easy.) Take the real tea to the bridge. Drop the real tea and you'll have the no tea again. The screening door will only open when you are successfully holding 'real' tea and 'no' tea at the same time. Obviously, only someone with no common sense could get himself into such a state of mind and this is what you must do. First, remove the dangly bit from the tea substitute and put it in the real tea. Using the Improbability Drive you can transport yourself into a whale's stomach where you will find a flower pot. ('Curiouser and curiouser', said Alice.) Once you return to the ship you can plant the fluffs and watch something grow. A final trip to the sauna will cause more events to take place, and in the process you will lose your common sense. I must admit that I'm not feeling all that clever myself at this point.

DUNGEON MASTER

Now that Psygnosis has relaunched the *Dungeon Master* series, I am expecting a surge of questions for the classic role playing games. The first query to arrive is from Keith Perry in Leeds who is stuck on Level 5. The problem is how to get through the room which is full of transporter beams, for no matter where Keith moves he is spun around in a circle and ends up back where he started.

The Shrine replies: Simply step into the room and then move in the following directions. Right, Back, Forward, Left, Right, Back. That's the good news. The bad news is that if you couldn't solve this simple problem you're going to be in real trouble when you reach the room of pits later on in this game. Now that is a problem!

And that I'm afraid must be all for now as the Shrine must be closed for recharging. I trust these golden words of advice will help you move closer to your final goal, but if you seek further wisdom return again when the dark clouds cover the land. Until then, keep your sword arm clear and your spirits high.

WRITE BACK

If you have a problem, a notice for the Board, or perhaps you have a piece of scandal which you wish to whisper in the Inn, write to Tony Gill at: The Troll's Head Inn, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Two good reasons to put the flags out.

Star has built its reputation on building top quality, feature packed printers at prices everyone can afford. And the two new dot matrix printers offer the best value ever.

The LC-100 colour is the UK's lowest cost colour printer. It offers the best of both worlds: mono and colour printing for work or play.

star
MICRONICS
NEW
BEST VALUE
LOW COST
24-PIN PRINTER
£239 RRP
NEW
BEST VALUE
LOW COST
9-PIN PRINTER
£219 RRP

The LC24-100 gives unbeatable value for money for Letter Quality printing. 10 LQ fonts, fast printing and Compressed Data Mode (for rapid transmission of Windows based data) are all standard.

In fact, with so many features at such unbeatable prices, the only flag the competition will be waving is a white one.

Flag down an LC-100 or LC24-100 now. Contact Star on 0494 471111, or complete the coupon.

Specifications:
LC-100: 9-pin, 180 cps draft/45 NLQ • 8 NLQ fonts • Auto emulation selection • Electronic dip switches

LC24-100: 24-pin, 192 cps draft/64 LQ • 10 Letter Quality fonts • 16 Kbyte buffer • Paper parking • Electronic dip switches • compressed data mode.

A division of Star Micronics Co. Ltd., Japan

Star Micronics U.K. Ltd., Star House, Peregrine Business Park, High Wycombe,
Buckinghamshire HP13 7DL. Tel: (0494) 471111. Fax: (0494) 473333.

Please unfurl me some information on the LC-100 printers.

Name____________________

Company____________________

Address____________________

Postcode__________ Tel:__________

HMSO

HMSO preferred.
For information, ring 0603 695250.

Evesham Micros

JOINT WINNER OF
COMPUTER SHOPPER'S
'Best Customer Service'
- AWARD FOR 1991 -

PRICES INC.DELIVERY & VAT @ 17.5%

HERE TODAY ~ HERE TO STAY

Evesham Micros First. First for choice, prices and service. Established for over nine years, with a strong financial status and secure future. Our Computerised Telesales Order Processing investment means fast, efficient service. Well appointed Retail Showrooms with large product range on display. Our huge Customer database, high percentage of repeat custom and personal referrals underlines our popularity. *REMEMBER* - when you need us, we will still be here. Our extensive expansion program means we could eventually be there as well ...

HOW TO ORDER....

☎ Call us now on
0386 765500

TELESALES OPENING TIMES:
9am – 7pm Monday-Friday
9am – 5.30pm Saturday

Send Cheque, Postal Order or Access/Visa/Switch/AmEx card details to:

Evesham Micros Ltd.,
Unit 9, St Richards Road,
Evesham, Worcs. WR11 6TD

Mail Order Fax: **0386-765354**

Government, Education & PLC orders welcome • Same day despatch whenever possible • Express Courier delivery (UK Mainland only) £6.50 extra • Please note that 5 banking days must be allowed for cheque clearance. Immediate clearance on Bank Drafts • Credit card orders: We do not charge the card until the goods are despatched.

Switch / Access / Visa / AmEx Cards Welcome

RETAIL SHOWROOMS

Normal Opening times: Monday-Saturday, 9.00-5.30
Late Night Opening Until 7pm Wednesday-Friday

EVESHAM
Unit 9 St Richards Rd,
Evesham
Worcs WR11 6TD
☎ 0386•765180
fax: 0386 765354

BIRMINGHAM
251-255 Moseley Rd,
Highgate
Birmingham B12 0EA
☎ 021•446 5050
fax: 021 446 5010

CAMBRIDGE
5 Glisson Road,
Cambridge
CB1 2HA
☎ 0223•323898
fax: 0223 322883

MILTON KEYNES
320 Witan Gate,
Milton Keynes
MK9 2HP
☎ 0908•230898
fax: 0908 230865

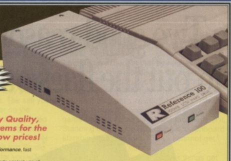
TECHNICAL SUPPORT ☎ 0386-40303
Monday to Friday, 10.00 - 5.00

1 YEAR WARRANTY ON ALL GOODS
Details correct at time of going to press • All goods subject to availability

AMIGA SOFTWARE

Digita Wordworth	£ 99.00	MR Backup	£ 29.95
Kind Words 3	£ 49.95	AMOS	£ 37.50
Protext V5.5	£ 120.00	HiSoft Lattice C	£ 199.00
Home Accounts V2	£ 49.00	GFA BASIC Compiler	£ 24.95
Deluxe Paint 4	£ 79.99	Devpac 2.15	£ 44.95
Deluxe Video 3	£ 84.95	Workbench Management	£ 9.95

A500 HARD DISKS



PRICE BREAKTHROUGH!

AT LAST... the chance to buy Quality, High Capacity Hard Disk Systems for the Amiga 500 at realistically low prices!

- ☆ **SCSI HARD DISK MECHANISMS for *optimum performance***, fast Access Time & Autoparking
- ☆ **Includes its own DEDICATED PSU**. CBM recommends against use of Hard Disks without independent power supply.
- ☆ Option for **up to 4MB additional easy RAM EXPANSION**, using **'SIMMS'**
- ☆ **COOL**.... by popular demand, we have fitted a Cooling Fan!
- ☆ **GAME SWITCH** allows Games to be loaded without disconnection
- ☆ Includes **SCSI THROUGHPORT** at rear for further expansion
- ☆ **High quality** metal casing, colour and stylematched to the Amiga 500
- ☆ **Includes 'MRBACKUP PRO'** as well as Configuration/Format software

40Mb MODEL ONLY £229
100Mb MODEL ONLY £329
2Mb RAM Version: ADD £60 • 4Mb RAM Version: ADD £120

AMIGA 500 SOLDERLESS RAM UPGRADES

A500 512K RAM/CLOCK UPGRADE

ONLY £19.99 *INC. VAT AND DELIVERY*

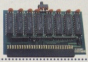
ALSO WITHOUT CLOCK FOR ONLY: **£16.99**

☆ CONVENIENT ON / OFF MEMORY SWITCH ☆ AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK ☆ COMPACT, ULTRA-NEAT DESIGN

'A500 PLUS' 1MB RAM UPGRADE

THE *FASTEST* AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability



ONLY £37.95

1.5MB RAM BOARD

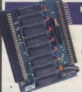
UPGRADE TO 2MB FOR ONLY £62.99!

Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions

Unpopulated RAM board with clock .... £ 34.95
With 1.5Mb FASTRAM installed..... £ 62.99

N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

'MEGABOARD'



With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

ONLY £42.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500 EXTERNAL RAM UNIT

- ☆ Throughport for further expansion
- ☆ Very low power consumption
- ☆ Style matched to the A500
- ☆ RAM access LED
- ☆ RAM test/run switch
- ☆ Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
- ☆ Optional PSU (allows Amiga to power other devices)

Incorporating the latest 'ZIP' DRAM technology, our new External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

With 2MB fitted...£112.99 with 4MB...£159.99 with 8MB...£259.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES, AVAILABLE SEPARATELY AT ONLY £89.99 PER 2MB • OPTIONAL POWER SUPPLY £14.95

PRINTERS

Prices Include VAT, Delivery and Connection Cable

ALL EVESHAM MICROS STAR PRINTERS INCLUDE
12 MONTHS ON-SITE WARRANTY

Star LC 20 Successor to LC 10, 4 fonts, 180/44cps	£ 129.99
NEW! **Star LC 100** Entry level 9-Pin Colour, 4 fonts	£ 168.03
Star LC 200 9-Pin Colour, 4 fonts, 180 /45cps	£ 198.58
NEW! **Star LC 24-100** 24-Pin, 5 fonts, 192/64cps	£ 196.23
Star LC 24-200C Superb 24-Pin Colour, 5 fonts, 200/67cps	£ 276.13
Automatic Sheet Feeder for 10" **LC** printers (pls.state model)	£ 64.95
Star XB24-200 COLOUR 24-pin, 80 col. power printer	£ 405.38
Star XB24-250 132 column version of XB24-200	£ 492.33

Citizen 240 COLOUR printer	£ 299.99
Hewlett-Packard Deskjet 500	£ 351.33
Hewlett-Packard Deskjet 500C (Colour)	£ 445.33
NEW! **Hewlett-Packard Deskjet 550 Colour**	£ 562.83
Canon BJ-10EX Inkjet Printer	£ 222.08
NEW! **Canon BJ-200 Inkjet Printer** 360dpi, upto 240cps, 8 fonts, 80-sheet feeder, IBM and Epson emulation	£ 351.33
Epson LX400 budget 10" carriage 9-pin 180/25cps	£ 139.00
Epson LQ100 24-pin 180/60cps, 8k buffer	£ 205.00
Panasonic KXP1124i uprated 24-pin model 300/100cps	£ 279.00
Panasonic KXP2123 good value 24-pin colour model	£ 269.08

TOP VALUE 400dpi HANDY SCANNER

QUALITY SCANNING - AT THE RIGHT PRICE !

Now includes DAATASCAN PROFESSIONAL VERSION 3 and THE PUBLISHER DeskTop Publishing software

At a genuine 400dpi scanning resolution, this scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. **Daatascan Professional Version 3**- scanning *and* editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up. Also supplied is **The Publisher** DeskTop Pubishing package, ideal for incorporating your scanned images into flyers and newsletters.

STILL ONLY £99.99

TRUEMOUSE

300dpi RESOLUTION

WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 *SATISFACTION GUARANTEED*

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!**.. £ 29.00

TRACKBALL

High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mquse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball ! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !

ONLY £29.95

NEW! A500 ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

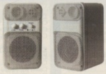
You can improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires *no soldering* or special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied. A500 Revision 5 boards will require circuit modification.**

ONLY £24.95

Kickstart 1.3 ROM supplied separately	only £29.95
Kickstart 2.0 ROM supplied separately	only £39.95
A500 Revision 5 PCB Circuit Modification Service	£29.95

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. Runs from PSU (supplied) or from batteries (not included).

Speaker Dimensions 160x95x105mm (HxWxD)

ONLY £39.95

AMIGA 600 AMIGA 600

EXCITING NEW PACKS

STANDARD PACK

With 12 months on-site maintenance

ONLY £279.99

2MB RAM/CLOCK VERSION £314.99

EPIC PACK

Commodore's 20Mb Hard Disk version

ONLY £449.99

2MB RAM/CLOCK VERSION £484.99

- Built-in TV Modulator
- Built-in IDE Hard Disk Controller
- Kickstart 2
- 1Mb ChipRAM
- Accepts Memory Cards

WILD WEIRD WICKED PACK

Features: Push-over • Grand Prix • Putty • Delux Paint III • 12 months on-site maintenance

ONLY £324.99

2MB RAM/CLOCK VERSION £359.99

4MB RAM CARD

For any A600.........£149.00

EveshamMicros SPECIAL HARD DISK UPGRADED MODELS

We are now able to supply Amiga A600's with larger hard disks. We take a single drive A600 and install a high quality 2½" IDE hard drive. All models are available with 2Mb RAM – please add £35.00

Please note the hard disk installation is not covered by on-site warranty

	60Mb	120Mb
STANDARD PACK	£479.99	£599.99
WWW PACK	£524.99	£644.99

AMIGA 1200 KickStart/Workbench 3.0 • Fast 68020 processor • AGA chipset • CPU/DMA expansion port • PCMCIA expansion slot **£379.99**

UPGRADE YOUR OWN A600 TO HARD DISK

Bring the benefits of a Hard Disk installation to your existing Amiga 600 with our easy to fit upgrades.

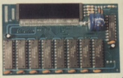
60Mb	£229.00
120Mb	£359.00

NEW FROM EveshamMicros A600 1MB RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- ☆ Simply Plugs into the A600's trapdoor expansion area
- ☆ Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- ☆ RAM Enable / Disable Switch
- ☆ Battery-Backed Real-Time Clock

ONLY £39.99



ROCGEN GENLOCKS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Rocgen Genlocks offer levels of quality, function and sophistication not normally available in this price category.

Genlock Plus

SPECIAL OFFER! ROCGEN MK.II INCLUDES 'HOME TITLER' SOFTWARE FOR A500

GENLOCK MK.II	GENLOCK PLUS
ONLY £79.99	ONLY £119.99

PHILIPS 15" TV/MONITOR

With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! Features dark glass screen for improved contrast, plus full range 3-way speaker sound output .

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II Monitor (Genuine UK version), includes cable, 1 Year on-site maintenance and 'Lotus Esprit Turbo 2' game .... £ 229.00

ACCESSORIES

Add-on hard drive for A590 external cased unit with power supply	
40Mb	£ 249.00
100Mb	£ 399.00
MIDI Interface connects to serial port	£ 19.95
Virus Protector fits to last drive in system, protectng all drives	£ 6.95
VIDI-12 Amiga video digitiser package inc. VIDI-Chrome	£ 110.00
Amiga 500 Dust Cover	£ 4.95
Amiga 600 Dust Cover	£ 4.95

PROFESSIONAL AMIGA REPAIRS

Fixed rate repair service, includes disk drive faults..........£ 54.95

Please contact us on 0386-446441

Please note that we reserve the right to refuse any machine which is beyond economic repair

REPLACEMENT POWER SUPPLIES

Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A590 Hard Disk......... £ 49.95

3½" EXTERNAL FLOPPY DRIVES

AMAZING LOW PRICE !

£47.99

including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Sleek, high quality metal casing

- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable
- Throughport facility for addition of further drives

REPLACEMENT A500 INTERNAL 3.5" DRIVE KIT

Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £39.99

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA PANASONIC JVC MITSUBISHI EPSON CANON TOSHIBA HEWLETT PACKARD GOLDSTAR ZYDEC

Orders Taken Until

DISKS...DISKS

Phone for latest Prices

FULLY GUARANTEED BULK DOUBLE SIDED DOUBLE DENSITY 135tpi 100% Certified - UNBRANDED USUALLY SONY, TDK or MITSUBISHI etc GUARANTEED AND SUPPLIED WITH LABELS DO NOT CONFUSE WITH INFERIOR UNCERTIFIED. PLEASE PHONE FOR LATEST PRICES.

20 DSDD	£9.99	25 DSDD	£12.99
50 DSDD	£22.99	100 DSDD	£42.00
200 DSDD	£82.00		
20 TDK Branded Disks	£19.99		

DISK BOXES

Flip Top Disk Holder holds 12	99p
Flip Top Disk Holder holds 20	£2.99
40 Disk Holder, Lockable, Top Quality, Anti-static, with Dividers & 2 Keys	£3.99
80 Disk Holder, Lockable, Top Quality, Anti-static, with Divider & 2 Keys	£5.99
100 Disk Holder, Lockable, Top Quality, Anti-static, with Dividers & 2 Keys	£6.99

DISKS & DISK BOX OFFERS

Pack of 20 in our Top Quality, Lockable 40 Disk Holder	£13.99
Pack of 50 in our Top Quality, Lockable 80 Disk Holder	£28.99

FILE DRAW

Drawer Type Box - Holds 200 disks, lockable, stackable. TOP QUALITY £10.99

POSSO BOX

Drawer Type Box - Can be stacked horizontally or vertically - Holds 150 Disks £16.45

DISK LABELS

Four Assorted Colours

60 for	£1.00
200 for	£2.00
200 Tractor Feed Labels	£4.00

AMIGA 1500/2000 PERIPHERALS

G.V.P 42Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £314.99
FREE next day delivery

G.V.P 80Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £379.99
FREE next day delivery

G.V.P 120Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £509.99
FREE next day delivery

G.V.P A1500/A2000 8Mb RAM board populated with 2Mb RAM £159.99

2Mb SIMMS to fit the above GVP's £59.99
(fitted FREE if required)

AMIGA CONTROL CENTRES

These are the original and best. Manufactured by Premier Micros from Sheet Steel with welded seams and Epoxy coated to colour match the Amiga. Precision made to fit over the back of the Amiga to make a perfect platform for a monitor, improve the looks of the Amiga and provide space for a second drive etc.

A500/A500 Plus Model	£39.95
A600 Model	£34.95
Amiga 1200 Model	£39.95

DUST COVERS

Top quality Amiga Colour Dust Covers, Tailored, Monogrammed and with Bound Edges.

Protect Your Investment

Amiga 500 Keyboard	£4.99
Amiga 600 Keyboard	£4.99
Amiga 1200 Keyboard	£4.99
Citizen Swift 9/24/124D	£4.99
Commodore Monitor	£4.99
Philips Monitor MK II	£4.99
Amiga 1500 Two Part Cover	£8.99
Star LC20 Printer	£4.99
Star LC200 Printer	£4.99
Star LC24/200 Printer	£4.99
Amiga 500 with Control Centre & Monitor Combined Cover	£8.99
Amiga 600 with Control Centre & Monitor Combined Cover	£8.99
Amiga 1200 with Control Centre & Monitor, Combined Cover	£8.99

DISK DRIVES & EXPANSIONS

CUMANA CAX354 1Mb 3.5" Single disk drive - Enable/Disable switch - Thru port - Power ex Amiga £54.99

REPLACEMENT A500 Internal Disk Drive, fully compatible and with full instructions £46.99

MEMORY EXPANSIONS & SYSTEM UPGRADES 512k RAM Expansions with Clock and On/Off Switch £26.99

COMMODORE A501 PLUS - 1Mb module for A500 plus gives 2Mb Chip Memory £29.99

COMMODORE A601 - Amiga A600 1Mb Ram Expansion - gives 2Mb Chip Memory £29.99

AMIGA 600 - 1Mb Chip RAM Module with clock, plugs into trapdoor underneath the A600 ....£44.99

SMART CARDS FOR PCMA SLOT IN AMIGA A600 and A1200

2Mb Ram Expansion Card	£114.99
4Mb Ram Expansion Card	£179.99

MICROBOTICS MBX 1200 Unpopulated 32 Bit Ram Expansion with 14Mhz 68881 Maths Co-processor. For A1200 ....£149.95

1Mb SIMM for MBX 1200	£72.95
2Mb SIMM for MBX 1200	£132.95
4Mb SIMM for MBX 1200	£229.95

ZAPPO DISK DRIVE, Slim Line Design, quiet, low power consumption, through port & on/off switch £54.99

MONITORS

PHILIPS CM8833 MK II Stereo Colour Monitor High Resolution, Free Lotus Turbo Challenge 2 Game, leads and on-site Warranty £229.99

Philips Tilt & Swivel Stand for the above £16.99

New **COMMODORE 1084ST** Stereo Colour High Resolution, PC Style Monitor, mounted on a Tilt and Swivel Stand. Colour matched to Amigas A600/A1200, includes leads, 12 months warranty £199.99

FREE NEXT WORKING DAY DELIVERY ON ALL OUR MONITORS FREE STEREO SOUND AND RGB CONNECTING CABLES.

Please note that all our Monitors are official UK specifications. We do not sell Grey imports of any kind.

AMIGA 500/600 HARD DRIVES

G.V.P. 42Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £334.99
FREE next day delivery

G.V.P. 80Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £364.99
FREE next day delivery

G.V.P. 120Mb Fast Access Hard Drive with 8Mb Unpopulated RAM board £454.99
FREE next day delivery

2 x 1Mb SIMMS for above (Free fitting) £59.99

G.V.P. COMBO 40Mhz Accelerator Plus 120Mb Hard Drive Plus 8Mb RAM board all in one case £874.99

4Mb SIMM for above (fitted free if required) £169.99

ZAPPO A500/A500+ Hard Drives - take up to 8Mb of 1Mb Simms, mouse operated Games Switch, SCSI through port, 12 month warranty.

ZAPPO A500/40Mb Hard Drive	£279.99
ZAPPO A500/60Mb Hard Drive	£329.99

2 x 1Mb Simms for above (FREE fitting) £59.99

2.5" IDE Hard Disks for Amiga A600/A1200 Simply fits inside your Amiga, complete with lead and fixing screws

60Mb	£229.99
80Mb	£269.99

COMMODORE AMIGA SYSTEMS

COMMODORE AMIGA A600 PACKS

PACK ONE

AMIGA A600 FD BASIC PACK

New Compact Design - Kickstart/Workbench 2.05, plugs directly into any T.V. 1Mb RAM, Smart Card Slot, 3.5" Built in Disk Drive. Complete with Mouse and PSU.
12 months in home service £259.99

PACK TWO

EXCLUSIVE - AMIGA A600 FD with 1.5Mb RAM. As above fitted with Commodore A601 Ram Expansion (with clock) giving a total of 1.5Mb chip RAM.£279.99

PACK THREE

AMIGA A600 - 60Mb HD PACK

AS PACK ONE PLUS a 60Mb built in hard disk drive, installed with Workbench 2.05 ....£459.99

PACK FOUR

The Wild, the Weird & The Wicked.

AS PACK ONE, With Deluxe Paint III. GRAND PRIX by Microprose, PUTTY by System 3, PUSHOVER by Ocean and Deluxe Paint III £299.99

PACK FIVE

EPIC/Language Lab, Hard Drive Pack.

AS PACK ONE, with Trivial Pursuit in three different languages, Amiga Text, word processor, EPIC by Ocean, ROME by Millenium, and MYTH by System 3 ....£359.99

PACK SIX

Home Office Pack

The complete all in one package for your home or business, Commodore Amiga 600 as PACK ONE with word processor, 50,000 word spell checker, database, spreadsheet with graphics, disk manager £299.99

COMMODORE AMIGA A1200

32 bit graphics, Kickstart/Workbench 3.0, plugs directly into any T.V. Smart Card slot, 2Mb chip RAM, 3.5" built in disk drive. Complete with Mouse and PSU.
12 Months In Home Service £399.99

As above with 20Mb Internal Hard Drive, Fitted under warranty by our technical department £549.99

60Mb Hard Drive Version	£634.99
80Mb Hard Drive Version	£674.99

COMMODORE AMIGA 4000

The power of the 68060 32-bit processor running at 25Mhz, new double A4 graphics chip set and 16.8 million colours.
High density disk drive, High speed 120Mb IDE hard Drive. New Workbench v3.0 ....£2349.99

ESSENTIAL ACCESSORIES PACK

Top quality 40 disk storage box, 10 best quality disks with labels, mouse mat, tailored monogrammed dust cover, SPECIAL PRICE £21.99 or £19.99 when purchased with any Amiga system.

ZOOL PACK

ZOOL, Pinball Dreams, Striker, Transwrite, RRP over £127 only £20.00 with any Amiga system.

PRINTER RIBBON RE-INK

Simply open your plastic ribbon case, spray over the ribbon, replace the lid and leave for 24 hours.

BETTER THAN A NEW RIBBON

Guaranteed - Restores dozens of ribbons to new for just £11.99

PRINTERS

FREE WITH ANY OF OUR DOT MATRIX PRINTERS: EXCLUSIVE STARTER KIT COMPRISING:

- 200 SHEETS OF QUALITY PAPER
- 200 SHEETS OF CONTINUOUS PAPER
- 2 METRE AMIGA PRINTER CABLE
- SPECIAL AMIGA DRIVERS DISK to match your Amiga perfectly to any of our printers.

FREE NEXT WORKING DAY DELIVERY ON ALL PRINTERS

COMMODORE MPS 1270A INK JET PRINTER - Swift and silent, Dual interface for both Commodore 64 and Amiga compatible, FREE Starter Kit £129.99

SEIKOSHA SP1900 PLUS
9 Pin dot matrix, mono, 2 high quality fonts, 192cps, 1Kb buffer, 144 x 240 dpi graphics, including FREE Starter Kit £139.99

SEIKOSHA SL-90
24 Pin dot matrix, mono, 2 letter quality fonts, 240cps, 20Kb buffer, 360 x 360dpi graphics, FREE Starter Kit £179.99

SEIKOSHA SL95
Colour, 24 pin dot matrix, 9 fonts, 43Kb buffer, 360 x360 DPI graphics. FREE Starter Kit, 1 years on-site warranty £239.99

CITIZEN SWIFT 200
24 Pin dot matrix, quiet, colour, 6 letter quality fonts, 216cps, 8Kb buffer, 2 year warranty, FREE Starter Kit £239.99

CITIZEN SWIFT 240c
24 pin dot matrix, colour, quiet, 9 letter quality fonts, 2 scalable fonts, 240cps, 8Kb buffer, 2 year warranty, FREE Starter Kit £279.99

CITIZEN SWIFT 9
9 Pin dot matrix, colour, 4 letter quality fonts, 213cps, 8Kb buffer, 2 year warranty, FREE Starter Kit £199.99

STAR LC 20
9 Pin dot matrix, mono, 4 NLQ fonts, 180cps, 8Kb buffer, FREE Starter Kit £134.99

STAR LC 100
9 Pin dot matrix, colour, 4 NLQ fonts, 180cps, FREE Starter Kit £169.99

STAR LC 200
9 Pin dot matrix, colour, 4 NLQ fonts, 225cps, FREE Starter Kit £199.99

STAR LC 24/20
24 Pin dot matrix, mono, 5 letter quality fonts, 210cps, FREE Starter Kit £229.99

STAR LC24/100
24 Pin dot matrix, mono, letter quality fonts, FREE Starter Kit £269.99

STAR LC 24/200
24 Pin dot matrix, colour, 5 letter quality fonts, 222 cps, FREE Starter Kit £199.99

EPSON LX400
9 Pin dot matrix, mono, 3 high quality fonts, 3K buffer, 180 cps, FREE Starter Kit £139.99

EPSON LQ100
24 Pin dot matrix, mono, 7 letter quality fonts, 2 scalable fonts, 200 cps, 11K buffer, 50 page auto sheet feeder, FREE Starter Kit £229.99

INKJET PRINTERS

Citizen Pro Jet	£399.99
Canon BJ10ex	£249.99
Canon BJ300	£499.99
Olivetti JP 150	£229.99
Star Jet	£249.99

INKJET CARTRIDGES

Canon BJ10/20	£17.99
Canon BJ300/330	£18.99
Commodore MPS1270	£14.99

REFILL INKJET CARTRIDGES - TWIN PACKS

Canon BJ10/20	£17.99
Canon BJ300/330	£18.99
Hewlett Packard/Pro Jet	£16.99

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

12.00 Midnight

AMIGA BOOK SPECIALS

68000 Assembly Language Prog	£21.95
Amiga 3D Graphics Programming in BASIC	£16.95
Amiga Applications	£16.95
Amiga Assembly Language Program	£12.95
Amiga Basic A Dabhand Guide	£15.95
Amiga Basic Inside and Out	£18.95
Amiga C For Beginners	£17.95
Amiga Companion	£16.95
Amiga Desktop Video Power*	£24.95
Amiga Desktop Video Guide	£16.95
Amiga Desktop Video Workbook*	£29.95
Amiga Desktop Video Vol 2	£18.95
Amiga DOS A Dabhand Guide	£14.95
Amiga DOS Inside & Out Revised Edition with disk*	£23.95
Amiga DOS Manual - 3rd Edition	£18.95
Amiga DOS Reference Guide - 3rd Edition	£17.95
Amiga DOS Quick Reference	£8.95
Amiga DOS 2 Companion	£22.95
Amiga For Beginners	£12.95
Amiga Intern	£32.95
Amiga Graphics Inside & Out	£29.95
Amiga Game Makers Manual	£16.95
Amiga Hardware Reference Manual 3rd Edition	£25.95
Amiga Machine Language	£14.95
Amiga Printers Inside & Out	£29.95
Amiga Programmers Guide	£16.95
Amiga Programmers Handbook Vol 2	£22.95
Amiga ROM Kernel Ref Manual 3rd Edition Includes and Autodocs	£34.95
Amiga ROM Kernel Ref Manual 3rd Edition Devices	£32.95
Amiga ROM Kernel Ref Manual 3rd Edition Libs	£31.95
Becoming an Amiga Artist	£16.95
The Best Amiga Tricks & Tips*	£24.95
C: A Dabhand Guide	£14.95
The Commercial Games Prog Guide	£11.95
Computer Viruses & Data Protect	£16.95
Desktop Video Production	£13.95
Elementary Amiga BASIC	£14.95
First Book of the Amiga	£16.95
Get The Most Out of Your Amiga Vol 2	£9.95
Get The Most Out of Your Amiga Vol 2*	£13.95
GFA Basic Interpreter with Disk	£19.99
Inside The Amiga with C	£19.95
Inside Amiga Graphics	£16.95
Kids and The Amiga - 2nd Edition	£14.95
Learning to Fly with Flight Sim	£12.95
Making Music on the Amiga*	£29.95
Mapping the Amiga	£19.95
Mastering Amiga Amos	£19.95
Mastering Amiga Assembler	£24.95
Mastering Amiga Beginners	£19.95
Mastering Amiga DOS 2 - Vol 1	£21.95
Mastering Amiga DOS 2 - Vol 2	£17.95
Mastering Amiga Printers	£19.95
Mastering Amiga System	£29.95
Mastering Amiga Workbench 2	£19.95
MC68000 Programmers Reference Man.	£8.95
More Amiga Tricks and Tips	£18.45
Programming the 68000	£22.95
Screen Play 2	£9.95
Second Book of the Amiga	£16.95
Using Deluxe Paint - Second Edition	£18.95
Using AREXX on the Amiga Plus*	£29.95

* With FREE disk

You are welcome to visit our NEW 4000sq ft Super Store in Kettering, or visit our extensively stocked Stamford Shop.

MIRACLE PIANO TEACHING SYSTEM

Professional Midi Compatible 49 key keyboard with unique Piano Teaching System. Record, Overlay and mix your own creations with the Miracle's 8 Track Studio. With 250 lesson software, cables, earphones, footpedal and manuals.

PLAY THE PIANO IN 3 WEEKS

Complete System	£289.00

SERIOUS SOFTWARE

Wordworth version 2.0 from Digita	£74.99
Scala 500	£89.99
Scala (Needs 1.5Mb Ram & Hard Drive)	£159.99
Pen Pal	£39.99
GB Route Plus	£59.95
Design Works	£57.99
Quarterback	£46.99
Quarterback Tools	£59.99
Home Accounts	£19.99
Home Accounts 2	£36.99
X-Backup Pro	£35.99
Amos	£32.49
Amos Compiler	£19.49
Amos 3D	£21.49
Easy AMOS	£25.99
Amos Professional	£55.99
Pagestream 2.2	£139.99
NEW Final Copy II	£89.99
Art Department Professional	£179.99
Introcad	£49.99
Professional Calc	£129.99
Professional Page v3.0	£109.99
NEW Mini Office Wordprocessor, 50,000 Word Spell Checker, Database, Spreadsheet, Disk Manager & Graphics RRP	£59.99
Special Offer	£47.99
Junior Typist	£12.99
Gold Disk OFFICE v2	£44.99
Deluxe Paint IV aa	£89.99
Publishers Choice	£32.49
Page Setter 3	£49.99
Personal Wright	£29.99

EDUCATIONAL SOFTWARE

Fun School 2 - Under 6's	£7.99
Fun School 2 - 6 to 8's	£7.99
Fun School 2 - Over 8's	£7.99
Fun School 2 - 8 and Over	£12.45
Fun School 3 - Under 5	£15.45
Fun School 3 - 5-7 Years	£15.45
Fun School 3 - 7 and Over	£15.45
Fun School 4 - Under 5	£16.45
Fun School 4 - 5-7 Years	£16.45
Fun School 4 - 7 and Over	£16.45
ADI Maths 11/12	£19.99
ADI Maths 12/13	£19.99
ADI English 11/12	£19.99
ADI English 12/13	£19.99
ADI French 11/12	£19.99
ADI French 12/13	£19.99
ADI Junior Reading 4/5	£19.99
ADI Junior Reading 6/7	£19.99
ADI Junior Counting 4/5	£19.99
ADI Junior Counting 6/7	£19.99
Paint 'N' Create 5 years+	£22.99
Merlin's Maths 7 - 11 years	£22.99
Spelling Fair 7 - 13 years	£22.99

KOSMOS

Answer Back Junior	£14.45
Answer Back Senior	£14.45
Fact File 500 - 20th Cent. History	£7.95
Fact File 500 - General Science	£7.95
Fact File 500 - Know England	£7.95
Fact File 500 - English Word	£7.95
Fact File 500 - Natural History	£7.95
Fact File 500 - World Geography	£7.95
Fact File 500 - First Aid	£7.95
Fact File - Spelling	£7.95
Fact File - Sport	£7.95
Fact File - Arithmetic	£7.95
Fact File - Association Football	£7.95
The French Mistress	£14.45
The Italian Tutor	£14.45
The German Master	£14.45
The Spanish Tutor	£14.45
Maths Adventure	£19.99

L.C.L

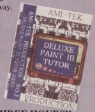
Micro English (GCSE)	£18.95
Micro French (GCSE)	£18.95
Micro Maths (GCSE)	£18.95
Micro German (GCSE)	£18.95
Mega Maths (A Level)	£18.95
Primary Maths (3-12)	£18.95
Reading and Writing (3-8)	£17.95

MISC

Better Spelling (8-Adult)	£16.99
Junior Typist	£12.99
Better Maths	£16.99
Noddy's Playtime	£19.99

NEW DELUXE PAINT III TUTOR VIDEO

Learn to get the best from NEW Deluxe Paint III. This video shows you how to design and execute your own Animations, Titles and so much more in a Step-By-Step, Easy-To-Follow way.



Subjects covered include:

★ Screen Painting
★ Zoom
★ Colours
★ Working with Text and Fonts
★ Stencils
★ Perspective
★ Animation
★ Video Titling etc, etc

RUNNING TIME: NEARLY THREE HOURS!!

Superb Value At ONLY £18.99 inc Post & Packing

"I was a little sceptical about the chances of taking a complete beginner to such artistic heights but I must admit to being wrong"
AMIGA COMPUTING, September 1991

ACCESSORIES

Mouse Mat - top quality	£2.99
Mouse Bracket - mouse storer	£1.99
Mouse Mat & Mouse Bracket - gift pack	£4.99
3 Metre Joystick or mouse extension lead	£5.99
Twin Joystick/mouse 6" extension lead	£5.99
Joystick & Mouse "Y" lead - plug both your joystick and mouse in the mouse port	£5.99
Joystick & Mouse auto sensing switch box by Robo	£16.99
Aerial Switch Box - plugs on to TV aerial socket. Allows you to switch the TV input from aerial to computer	£3.99
Modulator Extension Lead - Stops your modulator falling out! 12" lead plugs between Amiga & modulator allowing modulator to sit along the back of Amiga	£10.99
3 Metre Amiga to Stereo Lead	£4.99
3.5" disk drive head cleaning kit	£1.99
Naksha mouse with FREE mouse mat, bracket and Operation Stealth Game	£25.99
Tecno Plus Mouse - 300 DPI, Microswitched	£17.99
Happy Mouse with FREE mouse mat	£17.99
Alfa Data Track Ball	£29.99
Voltmace Delta 3A Analogue Joystick	£12.99
Speed King Hand Held Analogue Joystick	£14.99
Analogue Adapter - allows use of IBM-PC Analogue joystick on an Amiga	£5.99
Sigma Ray Pistol Grip/Microswitched / Auto Fire	£13.49
Zip Stick Autofire Joystick	£12.66
Quickjoy Foot Pedal	£24.95
Desk Top Copy Holder - Makes inputing of data easier supporting paper next to monitor	£9.99
Space Saver Copy Holder - Moving arm clamps to edge of desk supporting paper next to monitor	£17.99
Monitor Arm - Moving arm clamps to edge of desk supporting monitor above the desk, creating valuable space	£34.99
Printer Stand - 2 piece fits any printer	£7.99
Power Scanner with V3 software	£109.99
Surge Protection Plus	£11.99
GVP DSS8 - Digital Sound Studio, Sound Sampler	£39.99
E.M.U.S - Midi Interface and Sampler in one	£89.99
Midi Connector - with leads	£29.99

AUDITION COMPUTERS LIMITED

DEPT AF, 3 STATION ROAD, KETTERING, NORTHANTS
NN15 7HH. SHOP HOURS (0536) 414892
OUT OF HOURS (0780) 720531

VISA Access

☎ TELEPHONE DIRECT TO OUR MAIL ORDER HOTLINE. ALL MAJOR CREDIT CARDS ACCEPTED. QUOTE YOUR NUMBER AND EXPIRY DATE. SAME DAY DESPATCH.

✉ SEND ALL FORMS OF PAYMENT MADE PAYABLE TO AUDITION COMPUTERS LTD. WITH YOUR ORDER PLEASE SEND YOUR NAME, ADDRESS AND DAYTIME TELEPHONE NUMBER ALONG WITH YOUR DETAILED ORDER REQUIREMENTS. GOODS WILL BE SENT BY POST, FREE OF CHARGE IMMEDIATELY AFTER CHEQUE CLEARANCE.

ALL OUR PRICES INCLUDE FREE STANDARD DELIVERY ON ALL ORDERS OVER £15.00. ORDERS UNDER £15.00 MUST INCLUDE £2.00 SMALL ORDER CHARGE. NEXT WORKING DAY DELIVERY ONLY £2.50 EXTRA ON ALL ORDERS OVER £100.00.

ALL OUR PRICES INCLUDE V.A.T.

MINIMUM ORDER £15.00
else surcharge £2.00

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA PANASONIC JVC MITSUBISHI EPSON CANON TOSHIBA HEWLETT PACKARD GOLDSTAR ZYDEC

Within the next section anything can happen. Every month, we will be getting to grips with new softare, seeking out intelligent peripherals and inviting you to...

GET SERIOUS

92 BUBBLE JET REFILL KIT
92 3LUX-2
93 FREEWHEEL
94 PAGESETTER 3
98 ART EXPRESSION
100 NOTEBOOK
102 A1200/KID PIX COMPETITION
105 MAESTRO
108 SAS/C
111 KID PIX
118 EDUCATION FEATURE
120 CDTV COLUMN
125 AMIGA PROFILES – URBAN SHAKEDOWN
126 AMIGA PROFILES – EVESHAM MICROS
130 ART GALLERY
134 PD SCENE
138 PD UTILITIES
144 MEMORY UPGRADE OFFER

CU AMIGA TOP RATED

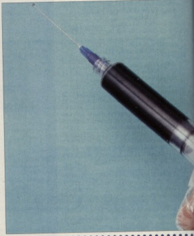
The top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases

BUBBLE JET REFILLS

Mat Broomfield's always getting into a sticky mess. He decided to clean his act up with this ink refill.

Refill systems for bubble jet printer ink cartridges are nothing new, but now Flexidump manufacturers, Care Electronics, have addressed one of the most persistent problems with existing systems – the mess!

With refill kits such as those available from Inkmun, ink must be pumped into the empty cartridge using a miniature squeezy bottle. The trouble is, no matter how careful you are, you'll invariably end up with ink all over your hands, to say nothing of any adjacent worktops. This is



3 LUX-2

Too tired to dance? Are the strobe lights affecting you? Then let Tony Horgan show you the latest in armchair raving.

Armchair raving is really taking off. It's cheap, you can do it any time of day or night, you can eat a plate of chips at the same time, you're unlikely to get raided halfway through, and best of all, you don't have to find your way home from the end of the world at 6 o'clock in the morning.

All this is made possible by a new wave of videos, spearheaded by the much-promoted Dance in Cyberspace. 3 Lux-2 is in a similar vein, offering 70 minutes of techno sounds and computer animations. The music is made up of 16 tracks, seamlessly mixed together to form one flowing soundtrack. If you're looking for mad breakbeats, you won't find many here. Most of the tracks are minimalist techno, with rigid programmed backing beats courtesy of Arpeggiators, Vision of Shiva and Time Warp, among others. If you don't like the music on the tape, you can just usually caused by filling the cartridges too quickly which causes pressure to build which eventually results in the ink pumping back out of the filler hole.

Care's solution is to inject the ink into the cartridges... literally! With each refill kit, a surgical type syringe is provided which you can use to squirt the ink into the cartridge. Because the (specially blunted) needle on the syringe has a very small diameter, it's impossible to fill the cartridges too quickly.

At only £14.95 for a bottle capable of providing three complete refills, it's more than 60% cheaper than buying new cartridges. A double pack is also available for £24.95 and Care tell us that they plan to start selling coloured inks soon. The ink is suitable for any bubble jet cartridges that include a filler hole.

Contact: Care Electronics, 15 Holland Gardens, Garston, Watford, Herts WD2 6JN. Telephone: 0923 894064.

82%

FREEWHEEL

Innovative joysticks are about as user-friendly as a British Rail ticket collector. Tony Horgan takes a look at one which could break the mould.

I've driven some dodgy cars in my time, but so far I've never had a steering wheel come off in my hands. Door handles, and gear sticks, yes, but never a complete steering wheel. If you have had such an experience, you'll know what to expect from Logic 3's Freewheel.

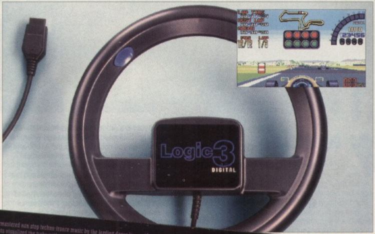
The Freewheel is simply connected to the Amiga's joystick port by a long cable. It detects movement with a set of mercury tilt-switches, sensing both forward and backward movement, as well as rotation. There are also a couple of fire buttons.

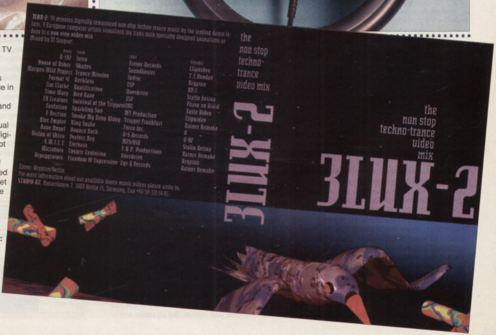
It's available in both analogue and digital versions. The digital model mimicks a joystick, so it's compatible with all joystick-operated games. Results from the analogue model will depend on the type of mouse control offered, and whether there's any analogue joystick support in game you're playing. As the packaging carries Nigel Mansell's picture I tried it out on Gremlins new *Mansell* racing game and was pleasantly surprised by the improvement in control. However, it does make your arms ache after a short while and you have a tendency to overcompensate on the turns, resulting in twisted arms.

A surface-mounted wheel would be a lot more realistic, and you wouldn't feel so stupid using it. An interesting idea, but not very practical.

Contact: RC Simulations, Unit 1B, Beehive Trading Estate, Crews Hole Road, St. George, Bristol BS5 8AY. Telephone: 0272 550900. Price: £39.95.

71%





3LUX-2: 76 minutes digitally remastered non stop techno-trance music by the leading dance labels. 9 European computer artists visualized the traks with specially designed animations videos to a non stop video mix.
Mixed by DJ Sangeet.

music	track	label	[illegible]
K-102	Intro	Tresor Records	Clipvideo
House of Usher	Shades	Soundboster	T.J.Bunder
Morgen Wild Project	Trance-Mission	Indisc	Krypton
Format #2	Reckless	ESP	RB-2
Jim Clarke	Qualification	Overdrive	Stalin Retina
Time Warp	Bird Rave	ESP	Phase on Vivid
FX Creators	Survival of the Trippest	IMC	Taste Video
Evolution	Sparkling Sun	MT Production	Clipvideo
Z-Rection	Smoke My Bang Along	Trigger Frankfurt	Rainer Remake
Alec Empire	King Snake	Force Inc.	0
Rave Angel	Bounce Back	R+S Records	K-02
Vision of Shiva	Perfect Day	MFS/BSB	Stalin Retina
S.M.I.L.E	Eierbass	F.Q.P. Productions	Rainer Remake
Microbots	Cosmic Evolution	Overdrive	Krypton
Arpeggiators	Freedom Of Expression	Eye Q Records	Rainer Remake

Cover: Krypton/Berlin.
For more information about our available dance music videos please write to:
STUDIO K7, Kaiserdamm 7, 1000 Berlin 15, Germany. Fax +49-30-325 54 95.

the non stop techno-trance video mix
3LUX-2

the non stop techno-trance video mix
3LUX-2

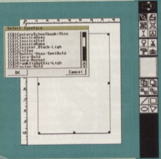
turn the volume off on the TV and put the hi-fi on.

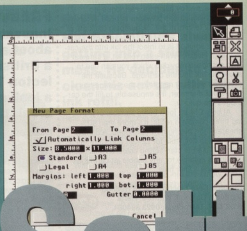
The graphics aren't as spectacular as the fractals and colour-cycles of Dance in Cyberspace, but they're pretty weird all the same and are in a slightly more arty vein. As well as all the usual colour strobes, there's a digitised dog, who taps his foot to the beat, a nutty circus weight-lifter, and reams of bizarre computer-generated effects – just the stuff to get you ready for a night of the real thing.

Contact: Studio 7, Kaiserdamm 7, 1000 Berlin 15, Germany. Fax: +49 30 325 54 95.

77%

Just the one Compugraphic typeface is supplied, but more can be bought for as little as about a tenner per hundred for shareware faces.




New Page Format
From Page 2 To Page 2
✓ Automatically Link Columns
Size: 8.5000 × 11.000
● Standard ○ A3 ○ A5
○ Legal ○ A4 ○ B5
Margins: left 1.000 top 1.000
right 1.000 bot. 1.000
0 Gutter 0.0000

PageSett

The veteran of page layout programs has just been given an overhaul. Jeff Walker asks whether it can still pass its MOT.

PageSetter is a program that has matured well with age. Launched seven years ago when the only Amiga you could buy was the A1000 and cost almost as many pounds, the first version of *PageSetter* was, to be frank, awful.

It supported only bitmapped fonts, so printed output was always jaggy, even on high resolution printers. If you wanted something better you had to buy Gold Disk's other DTP package, *Professional Page*, which at the time could only output to PostScript printers.

Three years later, in 1989, we saw the release of *PageSetter II*. This was no ordinary upgrade, this was a cut-down, non-PostScript, monochrome-only version of *Professional Page 1.3*. It supported something called 'Compugraphic fonts', scalable typefaces that could be printed on any printer at the highest possible resolution, and which are now the supported standard on the Amiga. *PageSetter II* looked nothing at all like the first version. It was a completely new program in everything but name. With *PageSetter II* it was easily possible to produce stunning output: professional-looking newsletters, adverts and flyers, even books and manuals.

Ah, but you couldn't do it in colour. For that you needed *Professional Page* or Soft-Logik's rival *PageStream* system.

Another four years have passed, and 1993 has heralded the UK release of *PageSetter*^{3}. Again, this is no ordinary upgrade. The most obvious difference is the ability to work and print in colour, but many of the enhancements that have been made to *Professional Page* since 1989 have also now been made to *PageSetter*.

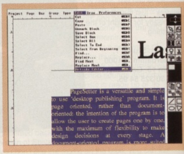
INTEGRATION

PageSetter^3 is an 'integrated' publishing system. There are three parts to it: word processor, paint program and page make-up program.

The most important of these is *PageSetter* itself, the page make-up program – it is with this that you design and print your layouts. But it's easier and faster to type or edit text in a dedicated word processor, and it's easier and faster to paint or edit pictures in a dedicated paint program. So, both types of program are supplied and both are 'hotlinked' to *PageSetter*, which enables you to send text and graphics from PageSetter to the relevant 'editors', and back again, without having to quit *PageSetter*, and without having to load the separate programs and relevant data files yourself.

Sure, the Amiga is a multitasking machine and you could run any word processor or paint program at the same time as *PageSetter*, provided you have the memory. But, the advantage of this hotlink system is that *PageSetter* 'talks' directly to the editors; you can click in some text in *PageSetter* and send it straight to the word processor without the need to export and import and provide a filename. It's the same for bitmapped graphics – they get sent straight to the paint program, where you can edit them and send them straight back to *PageSetter*.

You might be asking why there have to be three separate programs. Why can't a single program do all three jobs? The answer is memory. Join all three programs together and it'd never run on a standard 1Mb Amiga. Split it into logical 'departments' and users



PageSetter is a versatile and simple to use 'desktop publishing' program. It is page oriented, rather than document-oriented: the intention of the program is to allow the user to create pages one by one, with the maximum of flexibility to make design decisions at every stage. A document-oriented program is more suited

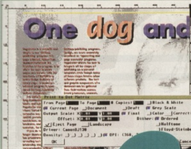
JARGON BUSTERS

- ***ASCII*** – A text format, created in the early years of computing, which is nevertheless about the only universal format recognised by any text handling software.
- ***Dot matrix*** – A printer which makes up characters and graphics by printing a series of dots. Although most Postscript printers are in effect dot matrix, as are all laser printers, the term is usually applied to physical impact printers which use pins and a ribbon to create the image.
- ***24-bit graphics*** – Images which use 24 bits of binary data for each pixel. Although not a standard on any Amiga, 24-bit display cardfs are available, as is much software which can create or manipulate images to this colour resolution.

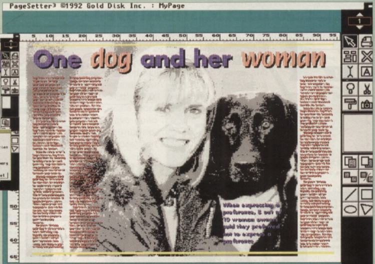
JARGON BUSTERS

ter^3

The Output Dot Matrix requester allows you to scale the whole output (but there's no tiling feature for posters), and in Landscape (rotated by 90 degrees).



From Page 1 To Page 1 # Copies: 1 Black & White
Current Page Document Draft Grey Scale
Output Scale: X 1.00 Y 1.00 Final Color Correction
Offset: X 0.00 Y 0.00 Dither: Ordered
✓ Eject Page Landscape Halftone
Driver: CanonBJ130 Floyd-Steinberg
Density: DPI: (360,



When expressing a preference, 8 out of 10 women owners said they preferred not to express a preference.

Just a year ago you would have had to splash out £200 or more to be able to create a layout like this. Now you can do it for under £50.

with only a little memory can use the whole system, although not necessarily all parts of the system at the same time.

Basically, hotlinking is less memory-hungry, and is faster and more user-friendly way of dealing with data than continually having to export from the main program, load an editor, import, edit, export, and import back into the main program. *Professional Page* and *PageStream* have had this hotlinking capability for a while. Now *PageSetter* can do it.

WORDS AND PICTURES

The *PageSetter^3* word processor – AE, for Article Editor – is a slightly cut-down version of *TransWrite*. It comes with a dictionary for checking spelling, and it has absolutely all the features expected of a full-blown word processor except the ability to print; this you do from *PageSetter*.

If you prefer to use another word processor, *PageSetter* is able to import files created by *Excellence!*, *KindWords*, *ProWrite*, *Scribble!*, *TextCraftPlus* and *WordPerfect*. Text styles in documents created with these word processors will get imported correctly – something in italics written in *Excellence!*, for example, will import as italics into *PageSetter*. If your favourite word processor isn't on this list, then you simply save it as ASCII and import it as ASCII.

The ASCII standard doesn't support text styles, but there is a whole bunch of special formatting codes that can be placed in text documents in order to change styles, sizes, typefaces, margins, indents, and so on and so forth. If your word processor supports macros it is a simple job to set-up your most used *PageSetter^3* formatting codes on special hotkeys. While this system of working may take a while to get used to, embedding these codes in your documents before importing will save you the bother of having to go through the text in the slower page make-up program changing styles and typefaces. Of course, you don't have to embed these codes, you can do it the hard way if you really want to.

The paint program – GrE, for Graphics Editor – is not as impressive as the Article Editor. It works in LoRes (320 by 256), HiRes (640 by 256) and HiRes Interlaced (640 by 512), and overscanned versions of each, and supports the maximum number of colours allowed in each of these screen modes. It will not import HAM graphics.

The drawing tools provided are good enough for most editing jobs: freehand, filled and unfilled boxes, filled and unfilled ellipses, a number of preset circular and square brushes, a fill tool, a text tool (that uses bitmap fonts), the ability to cut out a custom rectangular brush, and a magnify tool. Simple graphics could be created with GrE, but you're better off creating them with a more powerful paint package like *Deluxe Paint*, and only using GrE if, after importing the picture into *PageSetter*, you decide to make some small changes to it.

The instructions for the Graphics Editor take up 14 pages of the 170-page manual, and largely consist of long paragraphs informing you that the Box tool draws boxes, the Line tool draws lines, the Save menu item saves your work, and so on, which will give you an idea of how simplistic GrE is.

PASTE-UP

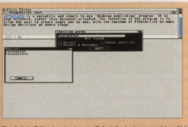
More than half of the manual is rightly dedicated to the page make-up program, *PageSetter*. It would not be unfair to say that *PageSetter^3* is a more powerful page make-up program than was *Professional Page 1.3*; in fact, it's only slightly less powerful than *Professional Page 2.0*, which was released barely one year ago.

You'd be wrong to think that the inexpensive price of *PageSetter^3* means that 'maybe it can't do that much'. I've seen less powerful DTP packages for the PC that cost 10 times as much.

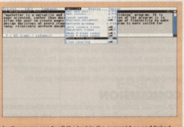
You have full control over page design. Text and graphics are imported into 'bounding boxes', and these bounding boxes can be resized freely and placed anywhere on the page you like. Text boxes can be linked so that words can flow from one column to another and from one page to another. There is a built-in text editor should any minor changes need to be made to the text, which saves you having to go into the Article Editor to alter just one word, for

ALTERNATIVELY...

PageSetter^3 is not as powerful as full blooded professional publishing systems like *PageStream* or *Professional Page*, but far more flexible (and a lot cheaper) than the semi-DTP word processors like *Wordworth* and *Final Copy*.

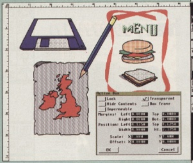


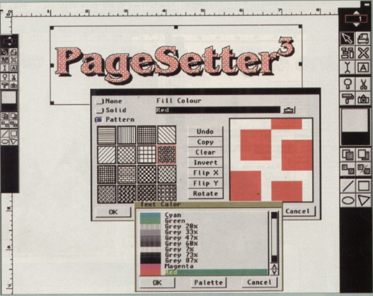
PageSetter is a versatile and simple to use 'desktop publishing' program. It is page oriented, rather than document-oriented: the intention of the program is to allow the user to create pages one by one, with the maximum of flexibility to make design decisions at every stage.



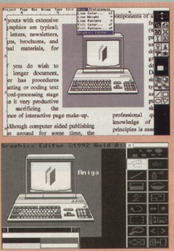
The Article Editor is a joy to use. Select the text you want to edit (selecting none sends all the text in the current box and linked boxes to AE) and choose the Article Editor option. Once in AE you can edit away, and even check spelling, after which you 'send the text home' to *PageSetter*.

ProDraw clips can be imported and displayed in full colour. They can take a while to draw on the screen, so selecting the Hide Contents gadget is wise after a clip has been scaled and positioned.





Now this is something *Professional Page* can't do – custom fill patterns for text. The Colour requester allows you to define thousands of colours.



youts with extensive graphics are typical; letters, newsletters, ns, brochures, and nal materials, for

you do wish to longer document, er has procedures atting or coding text ord-processing stage e it very productive sacrificing the nce of interactive page make-up.

lthough computer aided publishing n around for some time, the

omponents of a

professional knowledge of principles is ess

The Graphics Editor is simple, but often useful for small jobs. Click on the bitmap, select the Graphics Editor option, and GrE automatically loads and imports the picture.

example. Five magnification levels from 25% to 200% allow you to see an overall 'thumbnail' view of your complete layout and a magnified version so you can read text that has been set in small sizes.

Any IFF-ILBM bitmap graphic can be imported, including HAM and 24-bit. To conserve memory these are displayed on-screen in four shades of grey when running in 16 colour mode, or as a dithered black-and-white image when working in 2-colour mode. Bitmaps can be rescaled and cropped either by using the 'handles' around the bounding box or by changing the values in the box's requester, brought up by double-clicking on the box.

Professional Draw structured drawings or 'clips' can also be imported. These may be displayed as wireframe outlines for speed, or in full colour. On the A1200 and A4000 up to 256 real colours can be displayed, on older Amigas it shows only 16 real colours. Any other shades are displayed as coloured 'patches' – dithered representations that aren't the true colours but allow you to see the differences between up to 1000 colours on-screen at once. On standard Amigas, and even on the A3000, *PageStream^3* slows down considerably in colour mode, so you'll probably be using the more productive black-and-white display mode most of the time.

Output can be sent to any Amiga 'preferences' printer, or to a PostScript device or file. Printing to dot-matrix printers is slow, but this merely is a fact of life due to there being so much data to be calculated and sent to the printer. Results, though, are excellent; printing is achieved at the highest resolution your printer is capable of, well worth the wait.

PostScript output is greyscale or colour, but not colour separations, so *PageSetter^3* is not a DTP package for the professional colour publisher. Internal PostScript fonts can be used, and others can be downloaded automatically by the printing process. A utility is provided which converts Adobe Type 1 fonts into Compugraphic and Adobe Type 3 (downloadable) fonts. This latest version of Gold Disk's 'Font Manager' program does not suffer the same problems as the version distributed with *Professional Page 3.0* and *Professional Draw 3.0*. That early version refused to convert some fonts, this new one has converted everything I've thrown at it, including all those that the earlier version wouldn't.

Probably the most important feature of *PageSetter^3* is that it will run on a 1Mb Amiga with two floppies, bringing low-cost, high-quality DTP into the range of the average home user. Obviously, you'll be limited as to what you can achieve with just 1Mb, and working from floppies will mean swapping disks quite a lot, but the point is you now don't have to spend a fortune to be able to experiment with high-quality desktop publishing. An installation program is supplied that updates your Workbench disk with some new runtime libraries and creates a whole diskful of some excellent structured clips. No other special installation is required. Hard drive owners are also provided with an automatic installation program.

CONCLUSION

The manual contains a single tutorial to make a simple newsletter, and ends with the advice: 'Only through experimenting with the various features explained throughout this manual will you actually acquire skill in their use.' A truer word was never spoken!

There's a lot to take in, and the secret of success lies in discovering how to combine many separate features to produce a particular effect.

It won't turn you into a desktop publisher overnight, but it gives you the materials and machinery to learn how to do it properly at a price that won't hurt. Staggering value for money.

GOLD DISK: £49.99

A500 ✓ A500+ ✓ A600 ✓ A1200 ✓
A1500 ✓ A2000 ✓ A3000 ✓ A4000 ✓

MERIDIAN, EAST HOUSE, EAST ROAD INDUSTRIAL ESTATE, LONDON. TEL: 081 543 3500.

EASE OF USE 0◆◆◆◆◆◆◆◆◆◆10

There's a lot to take in, but the commonly used features are all very accessible.

FEATURES 0◆◆◆◆◆◆◆◆◆◆10

Supports major font types, outputs Postcript in colour or mono. High quality output on dot-matrix printers.

EFFECTIVENESS 0◆◆◆◆◆◆◆◆◆◆10

Perfect for producing high quality output material from letters to books and manuals.

FLEXIBILITY 0◆◆◆◆◆◆◆◆◆◆10

With a bundled word processor and paint program this is almost a one-stop solution.

INNOVATION 0◆◆◆◆◆◆◆◆◆◆10

Full support for the AGA chipset, displaying up to 256 colours at once.

> *At this price it's hard to find fault with any aspect of the program.*

OVERALL 91%

DR SOFT AMIGA PUBLIC DOMAIN LIBRARY
TELEPHONE 0273 557655

PD GAMES! PD GAMES! PD GAMES!

571 Learn & Play 1 (+)
572 Learn & Play 2 (+)
411 Return To Earth (space game) (+)
436 Caverunner (+) (Boulderdash game)
457 Car Racing Game (+)
459 Leaping Larry
460 Wet Beaver (Tennis type game) (+)
516 Headgames (Shoot em up) (+)
517 Downhill Skiing (+)
519 Spacewars (Space game)
520 Petersquest (Platform game) (+)
523 Amiga Tanx (Tank attack)
695 Alien Bounce (Shoot em up)
693 Zeus (Puzzle game)
694 Mutant Camels (+)
664 Simpsons PD Game (+)
662 Turtles PD Game (+)
661 No Mans Land (+)
660 Star Trek The Next Generation
659 Super Twintris (Tetris game) (+)

ANIMATION DISKS! ANIMATION DISKS!

686 Franklyn The Fly (•)
673 Total Recal Headchange (•) (+)
671 Terminator 2 (•) (+)
665 Dating Game (•••) (2) (+) (1200)
663 Anti-Lemmings Demo (••) (2) (+)
649 Gulf Cartoon (••) (+) (1200)
647 Coyote 2 (••) (+) (1200)
630 At The Movies (•) (+) (1200)
629 Pogo Cartoon (•) (+) (1200)

SLIDESHOW DISKS! SLIDESHOW DISKS!

675 Aliens Slideshow
004 Nasa Pictures
222 Kim Wilde Slideshow
392 Debbie Gibson Slideshow
393 Micheal Jackson Slides

CHEQUES/POSTAL ORDERS
PAYABLE TO DR SOFT POST TO:
DR SOFT 1 MATLOCK ROAD
BRIGHTON EAST SUSSEX EN1 5BF
TEL/FAX 0273 557655

PD DISKS	**1 - 5**	**£1.75 Per Disk**
	6 - 20	**£1.50 Per Disk**
	21 +	**£1.00 Per Disk**
CATALOGUE ON DISK		**£1.00**

(•) = 1 Meg (••) = 2 Meg (•••) = 3 Meg
(+) = 500+ & 600 Compatible
Numbers In ( ) = Number of Disks
(1200) = A1200 Compatible

PD MUSIC! PD MUSIC! PD MUSIC!

681 Partners in Crime (10 tracks)
652 Digital Debusy 1 (Classic Music)
651 Digital Debusy 2 (As above) (+)
650 Justify My Love (+)
639 Grapevine Mega-Mix (42 mins long)
592 New Noise 2
542 Jarre Live (One of the best) (+)
482 Dragnet 12" Remix (16 mins long)
383 Sunwind By Accession (+)
356 Erasure Music Disk
355 Sonix Dukebox (14 good tracks)
354 Music Invasion (2)
275 Amazing Tunes 2

PD UTILITIES! PD UTILITIES!

625 RSI Vector Fonts Disk
603 RSI Demo Maker
614 Quickstart 3 Utilities Disk
599 Quickbench (1.3 Only)
595 Noiseplayer 3.0 (Module player)
538 TBC Tooldisk
534 TBC Soundbench
532 Game Solution Disk (104 game sol)
513 UEdit v2.6 (Wordpro) (+)
114 D-Copy (Disk copier) (+)
697 T.A.C.K (The animation const kit)
113 Mega Utility Disk (200 Utils)

ST MODULES! ST MODULES!

578 ST Tracker Modules Disk 1
579 ST Tracker Modules Disk 2
580 ST Tracker Modules Disk 3
581 MAO Modules Disk 25
582 MAO Modules Disk 26
583 MAO Modules Disk 27

DEMOS! DEMOS! DEMOS! DEMOS!

078 Budbrain Megademo 1 (+) (2) (1200)
264 Budbrain Megademo 2 (•) (1200)
680 Digital Demo (•)
441 Simpson Demo By Decay (1200)
657 Plasmutex Demo (Madonna remix)
666 Alcatraz Odersey (5) (•)
654 Rebels Outland Demo
644 Silents "ICE" Demo
641 Rebels Thunderbolt Demo
638 Vision "Can't Be" Demo
600 SGT Peppers Demo
198 Walker Demo 1
199 Walker Demo 2
059 Vision Megademo 4
698 4 Eyes Animation (•) (2) (+)
377 Crusaders Dose Genisis

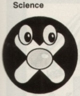
Educational Software

The Connoisseur's Choice

If you are looking for software to help with the National Curriculum, then look no further. Our new free catalogue is packed with programs suitable for all ages from six to adult on a wide range of educational and leisure subjects.

Subjects now available include ...

Maths
French
German
Spanish
Italian
Science
Geography
History
English Words
Spelling
Arithmetic
Football
Sport
First Aid
General Knowledge
England
Scotland
Natural History



- *Available for most home & business computers*
- *Best-selling programs with superb reviews*
- *Ask your dealer or use our 24 hour mail order service*
- *Many programs allow you to add your own lessons*
- *Enjoy learning from your computer*

Write or telephone for our new FREE 16-page colour brochure of Educational and Leisure software (Please state computer type)

Kosmos Software Ltd, FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 6BR
Telephone 0525 873942 or 875406

KOSMOS
S O F T W A R E

VISA

Remember this ?

EPSON won an Amiga press Gold Award for its GT6000 colour scanner - it became the first sub £1000 full A4 flatbed scanner for the Amiga and offered scan rates of upto 300dpi in both 24 bit colour and 256 grey scale monochrome. Now EPSON have done it again. They have launched the GT6500 and prices start at £799.

AMIGA
GOLD
FORMAT
Adding pictures improves your literature, but ...
EPSON
GT-6000 SCANNER
adding colour gives it sparkle
Do both with EPSON

then SCAN THIS !!!

" A quality colour scanner for the price of a black and white one"

With glorious 24bit, 16.7million colour technology, the new Epson GT-6500 and GT-8000 flatbed scanners produce high definition, professional colour images.

Do you prefer him in colour or black & white?

Yet they also handle line art and 256 greyscale images (for monoDTP, optical character recognition and computer aided design) with equal clarity and verve.

"isn't colour wonderful?....."

Output resolutions of upto 600dpi* are available on the GT6500 and 800dpi* on the GT8000.

Transparencies as well !

With the optional transparency adaptor and automatic document feeder, these scanners are almost too accommodating for words.

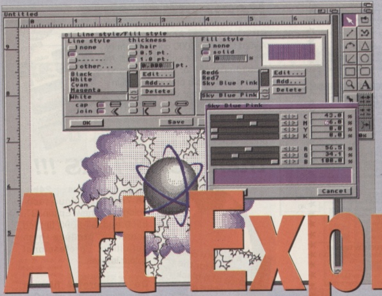
* sub scan logic doubles the standard 300dpi/400dpi maximums and working in 200% zoom mode in line mode can offer 1200dpi/1600dpi when used in conjunction with certain software hardware configurations.

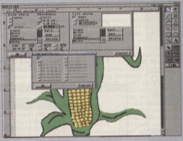
EPSON
SCANNER
DEALER

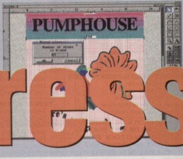
Available from your local Epson scanner dealer (where you see this Epson Scanner sign)

Distributed by:
HB Marketing Ltd, Unit 3, Poyle 14,
Newlands Drive, Colnbrook, Berks., SL3 0DX.

Tel: 0753 686000 Fax: 0753 680343







Art Express

Is there more than one professional structured art package? Jeff Walker takes on a new expression.

Top Left: Colour selection and definition is incredibly similar to the *Pro Draw* system, using dither patterns to represent thousands on on-screen colours.
Top Right: There are 16 predefined line patterns to choose from and several ways in which they can join together.
Bottom Right: Gradient fills have to achieved by blending one coloured shape to another coloured shape in a number of steps. Lateral thinking has to be used to achieve some of the more advanced kinds of gradient fills that more powerful packages can do automatically.

Art Expression is from Soft-Logik, the company that publishes *PageStream*. This popular DTP program has been able to import EPS and *Adobe Illustrator* file formats for some time, and although you are able to edit Adobe Illustrator drawings that have been imported into *PageStream*, on-screen colour handling is not good and there is no way to save them except as *PageStream* documents.

Let's get file formats out the way first. By default *Art Expression* saves documents in Encapsulated PostScript format. These files can be imported into any package that supports EPS, on any computer. As a test I ran some complex *Art Expression* documents through the *SaxonScript Professional* PostScript interpreter, and they printed fine. *PageStream* imported and printed them fine, so did *Wordworth 2*. The PostScript Import module of *ProVector* also accepted them happily, proof enough that *Art Expression* files are indeed EPS format. However, *Art Expression* cannot (yet) import and display EPS files created with other packages.

IMPORT AND EXPORT

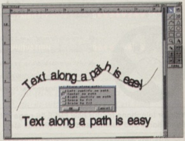
Pages, drawings, groups of drawings, or any part of a drawing can be exported in two other standard file formats: DR2D or Illustrator88.

DR2D is the Commodore-adopted IFF standard for structured drawings – as ILBM is to Amiga bitmaps and 8SVX is to Amiga sound samples, so DR2D is to Amiga structured drawings. Any Amiga package that imports structured drawings should, in a perfect world, be able to import DR2D; but alas, the Gold Disk DTP products – *Pro Page*, *Pro Draw* and *PageSetter* – support only Gold Disk's 'clip' format as created by *Pro Draw*. (There is a good reason for this, which will become evident in a moment.)

Illustrator88 is a file format saved by *Adobe Illustrator*, the industry standard structured drawing program for the Macintosh. It's an old version of the file format, so certain structured drawing features of the latest versions of *Adobe Illustrator* (3.x/4), like merged paths or compound objects, are not supported. This will cause problems with importing text objects in particular, and is one reason why Gold Disk prefers to stick to its own 'clip' format for the rival *Pro Draw* package. Soft-Logik says that it is working on Illustrator 3.x/4 format for both *Art Expression* and *PageStream* and will switch to it in the future.

The DR2D file format is itself quite limited – it doesn't support percentage fills for example, which is another reason why Gold Disk prefers to stick to its own 'clip' format – and Soft-Logik is currently working to propose a new DR2D standard that will have every feature handled by PostScript.

Drawings can also be exported as IFF-ILBM files should you feel the need to import your work into a normal bitmap painting program, like *Deluxe Paint*, for example. It's possible to afterwards turn the bitmap back into a structured drawing by using the Trace feature of the supplied BME utility (BitMap Editor), but you will always sacrifice quality in doing so.



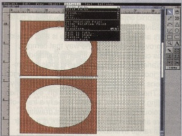
Always a popular feature, text can be aligned to any shape of path. Notice that the letters are always rotated; there's no way to stop this should you require them to remain upright.

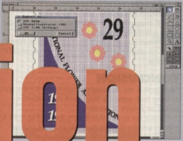
PRINTER PROBLEMS

Art Expression handles printing via Preferences in the normal Amiga way. There is no print set-up required within *Art Expression* itself, apart from the option of specifying which part of the page to print, as opposed to the whole page. All printer settings are selected via Workbench Printer and PrinterGfx preferences.

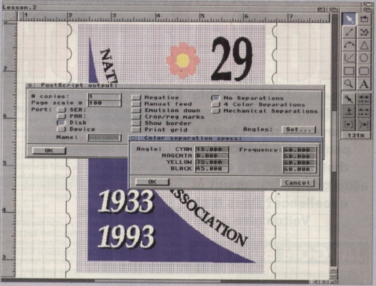
Professionals will be wanting PostScript output, and *Art Expression* naturally gives you full control over the output to SER:, PAR:, disk or another named device. Four-colour or mechanical ('spot') colour separations are possible; screen angles and frequencies can be adjusted in 0.0001 degree/lpi increments; page scale, negative, emulsion down and crop/registration marks can all be selected. There's no rotation gadget, so you'll have to do this by hand and adjust your page size accordingly if necessary.

I had problems printing to Preferences with version 1.00 of *Art Expression* – strange output, too large, bit squashed. Soft-Logik sent me version 1.01, which supposedly fixed this bug, but now my 500, 2000 and 3000 all crash when attempting to print via Preferences from *Art Expression*. Soft-Logik says that some five per cent of users have reported that this happens with 1.01. Version 1.02 should be released by the time you read this, and everyone who returns the registration card will get a free upgrade to 1.02, along with a Bonus Disk containing seven more PostScript typefaces.





sion



```
PostScript output:
# copies:      1                ☐ Negative             ● No Separations
Page scale %  100               ☐ Manual feed          ○ 4 Color Separations
Port: ○ SER:                    ☐ Emulsion down        ○ Mechanical Separations
      ○ PAR:                    ☐ Crop/reg marks
      ● Disk                    ☐ Show border
      ○ Device                  ☐ Print grid                Angles: [Set...]
      Name:
[OK]

Color separation specs:
Angle:    CYAN 15.000       Frequency: 60.000
       MAGENTA 0.000                   60.000
        YELLOW 75.000                  60.000
         BLACK 45.000                  60.000
[OK]                                   [Cancel]
```

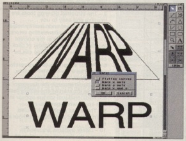
The typeface format supported is PostScript Type 1. *Art Expression* is at heart a PostScript program, so supporting the Compugraphic typeface format is not sensible.

TOOLS OF THE TRADE

Feature-wise, *Art Expression* has all the usual illustrator tools for drawing and editing lines, boxes, ellipses and paths. Points can be easily added to paths, or deleted, split or joined.

If you are not used to the way illustration programs work, you are bound to find the technique difficult at first. Like all skills, it requires practice. *Art Expression* is no more difficult to master than any other illustrator.

Full control over colour definition is provided in either the CMYK or RGB colour systems. Sliders can be set by mouse or you can enter exact percentages in 0.1 percent increments. Millions of slightly different colours are possible, but obviously you cannot display all of them, so *Art Expression* dithers the colours so that thousands can be approximated on-screen. They won't look like this when printed, but the point of the exercise is to differentiate between colours on-screen. Professionals will almost certainly be entering exact CMYK percentages from a colour chart, so there's no absolute need to see an exact colour on-screen.



Perspective effects can be achieved by warping text or objects into pro-drawn shapes.

***Top Left*: The major application of merging paths is to create holes in shapes through which objects underneath can be seen.**
***Bottom Left*: Drawings may be exported in DR2D or Illustrator88 format, but keep in mind that these file formats don't support all the features of Encapsulated PostScript, which is Art Expression's default filetype.**
***Top Right*: Art Expression's PostScript output options give you full control over the process.**

SPECIAL EFFECTS

Many special effects are possible using the tools provided in the Effects menu. Paths can be merged to create compound objects, the most obvious use of which is to create objects with see-through 'holes' in them, like the letter 'O' for example. Objects or groups of objects can be skewed and flipped; rotated to any angle, around a user defined rotation point, in 1 degree steps; a Transform feature enables you to duplicate, scale and rotate an object or group any number of times.

It doesn't do gradient fills. Instead *Art Expression* has a Blend feature, and while it is possible to reproduce any gradient effect (and more) using blends, the technique takes a little getting used to and can be a bit fiddly at times.

Perspective effects are achieved by 'filling' a shape with an object. If you've ever used the Warp feature in Deluxe Paint, you'll know exactly what I mean. For instance it's possible to draw a circle and then warp some text into the circle so that it looks like it has been wrapped around a hemisphere. Both text and single objects can be warped into shapes – any shape you like.

CONCLUSION

Art Expression is certainly a competent illustration program and makes a good companion to *PageStream*. An extra program is supplied that will convert *Pro Draw* 'clips' into IFF-DR2D format, so unhappy *Pro Draw* users, if there are any, will be able change brands without too much pain.

If it's a question of choosing between *Pro Draw* and *Art Expression*, the deciding factor will probably be whether you are using a Gold Disk or Soft-Logik DTP package in conjunction with it. If *Adobe Illustrator* compatibility is important to you, *Art Expression* is your only choice.

JARGON BUSTERS

- ***CMYK*: Cyan, Magenta, Yellow and Black. Separations of a file or picture. These are the colours used when printing four colour process work.**
- ***Type 1 Font*: A postscript font which includes 'hinting' information and is stored in a compacted, encrypted format.**
- ***Bezier curve*: A curved line which is consctructed via a mathematical formula from two points and a velocity factor.**

JARGON BUSTERS

SOFT-LOGIK £150

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

Soft-Logik Publishing Ltd, 21 Broadway, Maidenhead, Berkshire SL6 1JK. Tel 0628 784006. (Sales only.)

EASE OF USE 0◆◆◆◆◆◆◆◆◆◆10
As easy to use as any other illustration package on any machine, basically if you can use ProDraw or Illustrator, you can use this.

FEATURES 0◆◆◆◆◆◆◆◆◆◆10
No gradient fills, but these can be fudged with the blend feature.

EFFECTIVENESS 0◆◆◆◆◆◆◆◆◆◆10
Output either direct to a printer or via a DTP package is Postscript quality – you can't do much better than that.

FLEXIBILITY 0◆◆◆◆◆◆◆◆◆◆10
An attempt has been made to support major file formats, but it highlights the need to update the DR2D format.

INNOVATION 0◆◆◆◆◆◆◆◆◆◆10
Many of the features are similar to Professional Draw, but approached in a slightly different way.

> A very good companion to PageStream.

OVERALL 87%

Notebook

Ever wanted to scribble down something in a hurry, but didn't have a pen handy? Do you feel that doodles are useful additions to the pursuit of excellence? Does Nick Veitch give a jot?

Have you ever wished that there was an easier way to do things? Of course you have. Everybody with a semi-sentient brain realises the gross inefficiencies inherent in life as we know it. They may not be able to think of a better way of doing things – but hey, no-one can be perfect.

Luckily though, occasionally an inspiration particle rains down from the heavens and hits someone and they have an idea. An idea about how everything can work out better and nobody needs to be nailed to anything. Deep in the Black Belt HQ, something like this has already happened.

THE REAL THING

Just like the sort of notebooks you can buy at WH Smith's (or Rainbow if you prefer), Black Belt's electronic version includes three different types of paper: Ruled, Plain or Graph. The idea is that no matter what sort of project you are undertaking, you can tackle it in this one easy to use package.

Pages of different types may be added, deleted and shuffled around to your heart's content inside the software. There is even a facility to mark pages with paper-clips and add on the electronic equivalent of those coloured plastic tabs people always used to put on their projects because they thought it made them look more professional.

Well, all this is jolly exciting, but what about the nitty gritty – getting words and pictures on paper?

SCRIBBLE POWER

One of the workbench utilities that has been with us since the dawn of time is *Notepad*, a sort of cross between a wordprocessor and something not very useful. Like *Notepad*, *Notebook* allows the user to input text using many different fonts. Text is positioned in the same way as it is in *DPaint* – just click the cursor an the page and start typing.

Word wraps are not handled by the software, which makes the whole thing look a little too much like a scrapbook. Remembering to press return at the end of every line went out with the typewriter (and at least they used to make funny noises to let you know you were getting close). It is quite difficult to edit text once it has been written, so in fact you would be better off creating it in a word processor first, which I suppose defeats the object a bit.

PRETTY PICTURES

The graphic capabilities of the software are quite impressive. In spite of the fact that only eight colours are available to you, there is a lot of flexibility provided, mainly in the way that complex shapes can be structured and manipulated.

A variety of structured drawing tools are provided, including freehand, line, curve and polygon functions, which mean you can draw almost anything. The refresh speed is quite high, even when rescaling the artwork, but this is really a trade-off with colour resolution, as only eight drawing colours are provided (although there is a dither pattern range available for filled shapes).

There is no facility to import other structured drawing types, but as this is supposed to be a scratchpad sort of idea, this is no big loss.

IFF images can be imported and exported, but if you are really looking to present graphics, rather than just include them in a series of notes, you'd be much better off looking at a budget DTP package.

CONCLUSION

Notebook is not an essential purchase. It's the sort of thing that, were it a Macintosh application, it would be a desk accessory.

That's not to say that it isn't useful. Far from it, it is an excellent place to store all kinds of information, but it doesn't fall neatly into a niche where it can be compared to other software. It would perhaps have worked a great deal better if it had emulated a filofax in more than just style. With a diary and address database added, *Notebook* would have been a contender for something bigger.

As it is it is just really a slightly faster, cut-down version of *Pagesetter*, and since it is a fair bit more expensive, you have to wonder if it's really worth it. Essentially, *Notebook* is a good idea which has been developed in the wrong direction – a slightly less graphically ambitious package which popped up on Workbench would have been more use.

JARGON BUSTERS

- *Structured art* – Artwork which is rendered as a series of lines and shapes, rather than as a sequence of pixels. The advantage is that resolution is only limited to the output devices, and manipulation of the artwork is a great deal easier.
- *IFF* – Interchange File Format. A standard way of storing bitmapped images, pioneered by Electronic Arts and adopted by Commodore and the entire Amiga family as a standard format.

JARGON BUSTERS

BLACK BELT: £59.99

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

Meridian, East House, East Road
Industrial. Estate, SW19 1AR.
Tel: 081 543 3500.

EASE OF USE 0◆◆◆◆◇◇◇◇◇◇10

The icons are easy to use, but it's very difficult to tell what they do!

VALUE FOR MONEY 0◆◆◆◆◆◇◇◇◇◇10

It does have a nice structured art capability, but apart from that it's not even a good word-processor'.

EFFECTIVENESS 0◆◆◆◆◆◆◆◆◇◇10

If all you want to do is keep a few notes and sketches together, this is a good place to do it.

FLEXIBILITY 0◆◆◆◆◆◆◇◇◇◇10

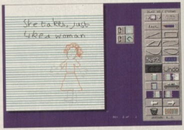
It can handle imported IFF files, including Ham but supports only ASCII text.

INNOVATION 0◆◆◆◆◆◆◆◇◇◇10

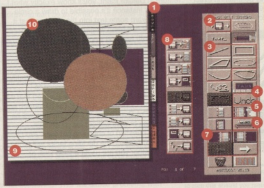
It's perhaps a new way of looking at clipboard and note storage. There has been nothing on the Amiga like it before.

> *An interesting, if expensive, way to keep track of notes and pictures*

OVERALL 68%



You can scribble quite easily on Notebook, but it just doesn't have the same feel as a 4B on a jotter.



1 – Tabs can be set to aid navigation through the document.
2 – Disk access includes importing files as well as saving documents, elements or individual pages.
3 – The structred drawing tools are intuitive and easy to use
4 – Multiple level undo facility helps to avoid those embarrassing errors.
5 – Inserting a page at the current location is simply a mateer of clicking here – the type of page can be changed later.
6 – Printer support is through preferences. There are no print options, just a simple fire and forget.
7 – Flipping through the document or direct to the start or end is very fast
8 – Additional tool menus appear in this space when necessary.
9 – The actual page can be ruled, plain, squared and with or without a margin.
10 – Dither patterns are used to increse the theoretical number of colours.

MEGABLITZ! PD DiRECT MEGABLITZ!

THE ONE STOP SHOP FOR *AMIGA*® PUBLIC DOMAIN

UTILITIES

PDU 16 AIR TUNNEL SIMULATOR (P)
PDU 32 FISH#144 ANALYTIC S/SHEET (P)
PDU 99 HAM RADIO UTILITIES (P)- 5 DISKS
PDU 101 MENU MAKER
PDU 102 LABEL DESIGNER (P)
PDU 103 ICON MAKER (P)
PDU 104 ICON MANIA (P)
PDU 105 CROSSWORD CREATOR (P)
PDU 151 FIXDISK (P)
PDU 366 IBEM - PC EMULATOR (P) SHAREWARE DEMO
PDU 367 ATARI ST EMULATOR - ENGLISH
PDU 368 ZX SPECTRUM EMULATOR
PDU 369 C64 EMULATOR
PDU 370 FLEXIBASE - DATABASE (P)
[illegible]
PDU 377 M-CAD - DESIGN PROG (P)
PDU 378 TRANSFORMER v3.3 - IBM EMULATOR
PDU 380 TEXT PLUS v3.0en - [illegible] (P)
PDU 382 MESSYSID II - READ/WRITE PC DISKS (P)
PDU 383 SPECTRA PAINT v3.2 (P)
PDU 384 DISK MASTER v1.5 (P)
PDU 385 ELECTROCAD v1.4 - SHAREWARE DESIGN PROGRAM (P)
PDU 386 AMIGAFOX - DTP PROGRAM (P)
PDU388 600 BUSINESS LETTERS (P)
PDU 389 B-BASE II - EXCELLENT, FAST DATABASE (P)
PDU 391 FORMS REALLY UNLIMITED (P)
PDU 398 AMIBASE PROFESSIONAL 2 (P)
PDU 399 D-COPY v2.0 (P)
PDU 403 NORTH C - 2 DISKS (P)
PDU 407 OPTI UTILS #1 - GREAT! (P)
PDU 408 OPTI UTILS #2 - EVEN BETTER (P)
PDU 409 GELIGNITE FONTS #1

HOME BUSINESS PACK

THIS 8 DISK PACK CONTAINS TEXT ENGINE v3.4 - WORD POCESSOR, B-BASE II DATABASE, VISICALC SPREADSHEET, DTP PROGRAM, 600 BUSINESS LETTERS, BUSINESS CARD MAKER, BANKING UTILS AND A FORMS DESIGNER (A500+/A600 compatible)

A MUST FOR HOME BUSINESS USERS !

£12.00

PDU 410 SUPERSOUND II - THIS IS THE LICENCEWARE VERSION NOW RELEASED AS PD. THE BEST SAMPLER YET! (P)
PDU 411 IMPLODER v4.0 - GOOD COMPRESSION UTIL (P)
PDU 412 HARD DRIVE UTILS (P)
PDU 413 PROFESSIONAL D.COPY v 3.0 - EXCELLENT!
PDU 414 SID v2.00 -NEW VERSION OF THE BEST DIRECTORY UTILITY (P) SHAREWARE
PDU 416 NIB COPIER v2.0 - VERY POWERFUL PARAMETER DISK COPIER, BACKS UP YOUR PROTECTED DISKS
PDU 419 SUPERKILLERS v2.5 - THE BEST VIRUS KILLER (P)
PDU 421 OCTAMED v1.00b - FULL VERSION OF THE 8 CHANNEL MUSIC EDITOR (P)
PDU 423 BOOT INTRO CONSTRUCTION SET - CREATE CUSTOM BOOT LOADERS FOR YOUR DISKS (P)
PDU 425 AMOS UPDATER v1.34 (P)
PDU 427 PRINTER DRIVERS - STAR LC10, HP DESKJET & PAINTJET PLUS MANY OTHERS (P)
PDU 429 KING JAMES BIBLE - COMPLETE TEXT WITH SEARCH ON FOUR DISKS (P)
PDU 430 ASTRO 22 - SUPERB SHAREWARE ASTROLOGY PROGRAM FOR THE ENTHUSIAST (P)
PDU431 DPAINT FONTS - EXCELLENT CUT'N'PASTE FONTS ON 2 DISKS (P)
PDU 433 PC-TASK - SHAREWARE PC EMULATOR (P)
PDU 435 TEXT ENGINE v3.4-BRILLIANT WORD PROCESSOR (P)

CLIP ART PACK

THIS IS AN **ALL NEW** COLLECTION OF 13 DISKS, EXCLUSIVE TO US. THEY ARE TOTALLY MENU DRIVEN, SO ARE EASY TO USE. THERE ARE OVER 1000 IMAGES IN IFF FORMAT AND ARE IDEAL FOR DPAINT OR DTP.FROM FLAGS TO FAMOUS PEOPLE AND FROM FANCY BORDERS TO VIZ CHARACTERS.........PROBABLY THE BEST CLIP ART AVAILABLE AT ANY PRICE! (A500+/A600 compatible)

ALL 13 DISKS FOR ONLY

£15.00

PDU 436 TYPING TUTOR - INCLUDES SIGN LANGUAGE TUTOR (P)
PDU 437 WORD POWER - SHAREWARE SPELL CHECKER P
PDU 438 STAR PRINTER DRIVERS - 9 & 24 PIN MONO AND COLOUR DRIVERS DIRECT FROM STAR (P)
PDU 442 FREECOPY v1.8 - RENOWNED COPIER (P)
PDU 443 DIR WORK v1.51 - CONFIGURABLE DIRECTORY UTILITY, SIMILAR TO SID (P)
PDU 444 FREEPAINT - ART PACKAGE WITH ANIMATION (P)
PDU 445 DOC DUMP- CREATES SMALL BOOKLETS FROM TEXT FILES, THE ULTIMATE PRINT UTILITY (P)

EDUCATIONAL

PDE 1 LEARN & PLAY #1 - A SUITE OF PROGRAMS FOR YOUNG CHILDREN (P)
PDE 2 LEARN & PLAY #2 (P)
PDE 3 STORYLAND 2 - SAVE TOYLAND FROM THE WITCH (P)
PDE 4 TOTAL CONCEPTS ASTRONOMY - INTERACTIVE BOOK (P)
PDE 5 TOTAL CONCEPTS DINOSOARS (P)
PDE 6 KIDSPAINT (P)
PDE 7 MR MEN STORIES - ILLUSTRATED READING AID
PDE 8 SIMON SAYS & SPACE MATHS - VERY GOOD (P)
PDE 9 HOORAY FOR HENRIETTA- DEMO FROM LANDER (P)
PDE 10 SPELLBOUND - ANOTHER DEMO FROM LANDER (P)
PDE 11 HENRIETTA'S BOOK OF SPELLS - DEMO (P)

RED SECTOR INC.

PDU 401 RED SECTOR DEMO MAKER - WITH DOCS
PDU 364 RSI EXTRAS #1
PDU 392 RSI EXTRAS #2
PDU 393 RSI VECTOR OBJECT EDITOR
PDU 394 RSI FONT EDITOR
PDU 395/6/7 RSI MUSIC MODULES DISKS
PDU 372 RSI VECTORBALLS EDITOR
PDU 365 TSB VECTOR DESIGNER

GAMES

PDG 1 STAR TREK-TOBIAS RICHTERS VERSION 2 DISKS (P)
PDG 2 STAR TREK - BY ERIC GUSTAVSON, 3 DISKS, REQ 2 DRIVES, RECOMMENDED (P)
PDG 32 LEGEND OF FARGHAIL (P)
PDG 35 PAIR IT - EDUCATIONAL GAME (P)
PDG 46 FRUIT MACHINE, POOL & OTHERS
PDG 50 SEALANCE - SUBMARINE COMMAND GAME (P)
PDG 60 AIR ACE II - WWII SHOOT-EM-UP (P)
PDG 61 ELECTRIC TRAIN SET (P)
PDG 62 ZX SPECTRUM GAMES VOL 1 INC EMULATOR (P)
PDG 63 ZX SPECTRUM GAMES VOL 2 INC EMULATOR (P)
PDG 70 DRIP! - VERY GOOD PIPE GAME (P)
PDG 71 LLAMATRON - BY JEFF MINTER
PDG 73 TWINTRIS - THE BEST VERSION (P)
PDG 75 TANX THE GAME- THE MOST ADDICTIVE GAME (P)
PDG 77 STAR TREK THE NEXT GENERATION- BY TERRY MCINTOSH HI-RES GRAPHICS (P)
PDG 83 JEOPARDY- RISK TYPE GAME (P)
PDG 86 CRAZY SUE
PDG 87 AMIGA COLUMNS - WELL REVIEWED (P)
PDG 88 REVENGE OF THE MUTANT CAMELS - J. MINTER
PDG 89 NEW STAR TREK - BY JIMBO BARBER, 2 DISKS
PDG 91 LEGEND OF LOTHIAN - ULTIMA TYPE ADVENTURE (P)
PDG 92 ASHIDO - ORIENTAL TILE GAME..GOOD! (P)
PDG 94 LEMMINGOIDS - LIKE ASTEROIDS !!!!!NOT
PDG 95 INTERNATIONAL CRICKET - GOOD SHAREWARE GAME, VERY PLAYABLE (P)

GAMES PACK

THIS **NEW** 12 DISK PACK HAS ALL OF THE LATEST AND BEST PD GAMES. THEY ARE EASY TO USE AND VERY GOOD QUALITY ALL ARE COMPATIBLE WITH A500+/A600

A MUST FOR ALL GAMERS!

£15.00

PDG98 MENTAL IMAGE GAMES #1 - GRIDRUNNER, INVADERS & REBOUND (P)
PDG 99 MENTAL IMAGE GAMES #2 - INVADERS II, WILLY & SATU, VERY GOOD (P)
PDG 102 TOTAL WAR - STRATEGY GAME (P)
PDG 104 E-TYPE - THE DEFINITIVE ASTEROIDS (P)
PDG 105 MANIA SHOOT SADDAM & THE IRAQUI ARMY (P)
PDG 106 AIRPORT - ATC SIMULATOR (P)

WE NOW STOCK ALL OF THE ASSASSINS GAME DISKS THEY ARE WELL PRESENTED, EASY TO USE AND CONTAIN ALL OF THE LATEST AND BEST PD GAMES...GREAT VALUE ...TAKE A LOOK!

PDG 109 ASI#1 - TANX, ROLLERPEDE, AMIGOIDS, CAVE RUNNER, AVATRIS
PDG 110 ASI#2 - GIRL ACTIONS, MISSILE COMMAND, INVADERS, BALLY II, MAZE GAME, THINK AHEAD
PDG 111 ASI#3 - MEGA BALL, DRIP! (P)
PDG 112 ASI#4 - JUMPER, GOMOKU, CRACKER, JUMPY , TURBO DUEL, KLONDYKE (P)
PDG 113 ASI#5 - GO LOOLY, RETALIATOR, RAID (P)
PDG 114 ASI#6 - DOWNHILL CHALLENGE, PACMAN '87, METAGALACTIC LLAMAS,WELLTRIX
PDG 115 ASI#7 - DESTINATION MOONBASE, TRIX, NIGHTWORKS, CLOUD RUNNER
PDU 116 ASI#8-AIR ACE II, H-BALL, NUMBER FUMBLER, SNAKE PIT
PDG 117 ASI#9 - BLIZZARD, BATTLE PONG
PDG 118 ASI#10 - PICKOUT , ESCAPE, SYS, PIPELINE (P)
PDG 119 ASI#11 - DAD, CONNEX, TOWERS OF HANOI, REVERSI, TRIPPIN' (P)
PDG 120 ASI#12 - CAR, LLAMATRON,POWER PONG, XFI
PDG 121 ASI#13 - BALL, ASTEROIDS, TWINTRIS, BLOCK-IT, SQUAMBLE, AMIGATRATION (P)
PDG 122 ASI#14 - CHINA CHALLENGE II, AMIGA COLUMNS (P)

ASSASSINS PACK

THIS IS A **NEW** COLLECTION OF THE FIRST 35 ASI GAMES DISKS. THERE ARE OVER 100 GAMES. ALL MENU DRIVEN....VERY EASY TO USE.... IDEAL FOR THE KIDS

ALL 35 DISKS FOR ONLY.........

£34.95

PDG 123 ASI#15 - BATTLE CARS, MAMBA MOVE
PDG 124 ASI#16 - PACMAN, WASTELANDS, DILEMMA, MISSION-X (P)
PDG 125 ASI#17 - JETMAN, DEFENDA, TOMCAT, BUGBLASTER (P)
PDG 126 ASI#18 - OMEGA RACE, SKY FLYER, HENRY IN PANIC, MEGATRON
PDG 127 ASI#19 - GROWTH, BLOB BLOX,FLIGHT, BI-PLANE DUEL, SLIDER, FRANTIC FREDDY
PDG 128 ASI#20 - AMOS COIN DROP, MICROBES,HOLLYWOOD TRIVIA, MATCH PATCH (P)
PDG 129 ASI#21 - ZUES, TETTRIX, TILES, BATTLEMENTS
PDG 130 ASI#22 - LEMMINGOIDS,DUEL, MOUTH MAN, WIZZY'S QUEST (P)
PDG 132 ASI#24 - REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK, 3D MAZE, DUX (P)
PDG 133 ASI#25 - E-TYPE, ASTEROIDS, HEMROIDS, COPPER, MR WOBBLY, MR BRICK (P)
PDG 134 ASI#26 - SUPER PACMAN '92, SMASH TV, ASHIDO, BALLY III, SYSTEM IV
PDG 135 ASI#27 CARD GAMES
PDG 144 ASI#36- WONDERLAND, SUB ATTACK, MOTHER LODE, TACTIX, DONKEY KONG (P)
PDG 145 ASI#37 - KLAKTRIS, PACCER, POD, GHOST SHP (P)
PDG 146 ASI#38 - ONE ON ONE, SKYFLYER 2, BALDY, TRANSPLANT,(P)

GAMES CONTINUED..

PDG 136 ASI#28 - DOODY, DR MARIO, INVADER II, FLAG CATCHER, MAD BOMBER (P)
PDG 137 ASI#29 - DOG, ROME, NOVA, BRIDGE BALL, ATTACKS, QUADRIX (P)
PDG 138 ASI#30 - CHROME, TANK ATTACK, TOTAL FIRE, BOUNCE'N'BLAST (P)
PDG 139 ASI#31 - ISHID-O-MATIC, CRAZY PIPES, ARAZMAX, REVOLUTION (P)
PDG 140 ASI#32 - BLOB, FIRE FIGHTER, SECTOR ONE (P)
PDG 141 ASI#33 - TOTAL WAR, HYPERBALL (P)
PDG 142 ASI#34 - TRAIL BLAZER, YELP, Q-BIX, RUSH HOUR (P)
PDG 143 ASI#35 - PONG,SNAKE PIT,JUMP &ROLL,CYBERNETIX (P)
PDG 147 ASI#39 - NEW CARD GAMES (P)
PDG 148 ASI#40 - PUZZLE COLLECTION (P)
PDG 149 MINE SWEEPER - SIMILAR TO WINDOWS VERSION (P)

DEMOS

PDD 1 ANARCHY DEMO
PDD 7 ELVIRA DEMO
PDD 16 ROBOCOP DEMO (P)
PDD 31 ANRCHY "OOH! IT'S OBSCENE 3"
PDD 72 RED SECTOR DEMO #4
PDD 76 SCOOPEX MEGA DEMO (P)
PDD 97 PREDATORS MEGADEMO (P) 2 DISKS
PDD 98 SAFE SEX DEMO (P)
PDD 107 BUDBRAIN #1 - 2 DISKS (P)
[illegible]
PDD 130 BILLY CONNOLLY DEMO - 2 DISKS (P)
PDD 140 HATRICK - "RAVE ON"
PDD 177 BUDBRAIN 2
PDD 287 PHENOMENA ENIGMA (P)
PDD 288 PHENOMENA TERMINATOR
PDD 311 ODDESSEY - BY ALCATRAZ ... NEARLY AN HOUR OF BLISTERING VECTOR MOVIE WITH BRILLIANT SOUND (5 DISKS)
PDD 312 HARDWIRED BY CRIONICS/SILENTS (2DISKS)
PDD 313 VOYAGE - RAZOR 1911 (P)
PDD 314 RED SECTOR "TIME ZONE" (P)
PDD 315 ENJOY THE SILENTS (P)
PDD 316 DIGITAL INNOVATION - 26 MINS LONG ! (P)
PDD 317 SYSTEM VIOLATION - BY ANARCHY (P)
PDD 318 JESUS ON E's - ABSOLUTELY SUPERB!!! (P) 2 DISKS
PDD 319 ANARCHY "IN THE KITCHEN..." (P)

ANIMATIONS

PDA 12 STAR TREK - AGATRON #2 (P)
PDA 13 STAR TREK - AGATRON #17
PDA 5 MOONWALKER
PDA 54 NASA GRAPHICS
PDA 70 WALKER II - (P)
PDA 80 WALKER II - 2 DISKS, 2MB REQD (P)
PDA 82 AGATRON "ENTERPRISE LEAVING DOCK" (P)
PDA 123 STEALTHY MANOEUVERS -BY ERIC SCHWARTZ (P)
PDA 305 ANTI LEMMIN' DEMO - 2 DISKS REQ 2MB (P)
PDA 134 THE DATING GAME - SCHWARTZ 2 DISKS 3MB (P)
PDA 135 BUZZED - RAY TRACED ANIM, 3 DISKS, 3MB (P)
PDA 136 AT THE MOVIES II - BRILLIANT! 4 DISKS, WORKS WITH 1MB BUT THE MORE MEMORY THE BETTER (P)
PDA 138 AT THE BEACH -ERIC SCHWARTZ 3MB, 2 DISKS (P)
PDA 139 UNSPORTING - EXCELLENT AEROTOON 2MB (P)
PDA 142 GULF CONFLICT - SUPERB! 2MB(P)
PDA 143 SWEET REVENGE - WILE. E COYOTE GETS THE DROP ON ROAD RUNNER...... 1.5MB REQD (P)
PDA 144 HOW TO RUN / COYOTE 2 - E. SCHWARTZ (P)
PDA 145 AMY WALKS/ AMY JOGS/ THE BIG SNEEZE (P)
PDA 146 ELDORADO SLIDESHOW - AN ALTERNATIVE VIEW OF YOUR FAVOURITE SOAP BY ANDY THE THESPIAN (P)

LATEST CLIP ART

NEW.....NEW.....NEW.....NEW.....NEW.....NEW.....NEW.....NEW
PDU 453 WEDDINGS - 2 DISKS (P)
PDU 454 HOUSES - 2 DISKS (P)
PDU 455 FANCY BORDERS 2 DISKS (P)
PDU 456 COLOURING BOOK - IDEAL FOR KIDS! (P)
PDU 457 MEN AT WORK - 2 DISKS (P)
PDU 458 WOMEN AT WORK - 2 DISKS (P)
PDU 459 SPORT - 2 DISKS (P)
PDU 460 ANIMALS (P)
PDU 461 CATS (P)
PDU 462 FLORAL (P)
PDU 463 WORLD WAR II AIRCRAFT (P)
PDU 464 MYTHOLOGY (P)
PDU 465 CHURCH & PASTORAL - 3 DISKS (P)
PDU 466 AFRICAN WOODCUTS (P)
PDU 467 WOODCUT CATS (P)
PDU 468 WOODCUT DOGS (P)
PDU 469 AMERICAN WOODCUTS (P)
PDU 470 ARCTIC WOODCUTS (P)
PDU 471 FARM WOODCUTS (P)
PDU 472 MIXED ANIMAL WOODCUTS (P)
PDU 473 BIRD WOODCUTS (P)
PDU 474 BUTTERFLIES (P)
PDU 475 BANNER ART (P)
PDU 476 VEGETARIAN CLIPS (P)
PDU 477 SALE TIME ART (P)
PDU 478 BUSINESS (P)
PDU 479 SAILORS, FISHERMEN, SEA LIFE (P)
PDU 480 SHOW TIME (P)

ALL OF THE ABOVE ARE HUGE, HIGH QUALITY IMAGES. THE DISKS ARE AUTO BOOTING WITH SLIDESHOW VIEWERS. MULTIPLE SETS ARE AVAILABLE AS SINGLE DISKS.

LATEST DISKS

PDU 446 AMOS COMPILER UPDATE v1.34 (P)
PDU 447 NUKE v1.58 - SADDAM KILLER (WB 2.0 ONLY)
PDU 448 SCALEABLE FONTS - 5 DISK SET (P)
PDU 450 SOUND TRACKER v 2.6 (P)
PDU 451 NOISE PLAYER v 4.0 (P)
PDU 452 CAPTIONATOR - SHAREWARE VIDEO TITLING (P)
PDU 481 NUCLEAR FONTS - CUT N PASTE FONTS, VERY GOOD QUALITY (P)
PDU 482 GELIGNITE FONTS II - MORE IFF FONTS, SUPERB (P)
PDU 483 GELIGNITE FONTS III - BRILLIANT AGAIN! (P)
PDU 484 LAND BUILD v3.2 - LANDSCAPE GENERAION PROGRAM SHAREWARE, VERY GOOD! (P)

ATTENTION A1200 OWNERS

WE HAVE NOT TESTED OUR DISKS FOR COMPATIBILITY WITH THIS NEW MACHINE. IF YOU DO EXPERIENCE PROBLEMS, TRY EXPERIMENTING WITH THE VARIOUS BOOT OPTIONS SUCH AS DISABLING THE CPU CACHE

PDA 147 CHARLEY THE CAT - 2 DISKS 2MB (P)
PDU 148 CHARLEY THE CAT II - 2 DISKS 2 MB (P)
PDD 320 XPOSE DEMO - BY THE SILENTS 2 DISKS (P)
PDD 321 WILDFIRE MEGADEMO
PDD 322 MAXIMUM VELOCITY DEMO
PDD 323 PIXEL NATION - BY DEF JAM (P)
PDU 485 CLI HELPER (P)
[illegible]

MUSIC DISKS

PDM 7 RIDE ON TIME/ BAT DANCE (P)
PDM 19 BAD - MICHAEL JACKSON (P)
PDM 20 BAT DANCE (P)
PDM 27 D-MOB MEGAMUSIC III
PDM 225 DIGITAL DISCO
PDM 226 PROTON MUSIC (P)
PDM 227 HARDCORE III - YOU KNOW THE SCORE..SPACIOUS
PDM 228 JESTERDAY - BY SANITY (P)
PDM 212 GARFIELD SINGS
PDM 161 NASP III - 2 DISKS, WELL REVIEWED
PDM 131 PET SHOP BOYS #1 - HIT MUSIC (P)
PDM 132 PET SHOP BOYS #2 - MANIX REMIX (P)
PDM 38 MIAMI VICE THEME - 4 DISKS
PDM 40 MFI VANGELIS DEMO (P)

MUSIC MAKERS PACK

MED 3.20 MUSIC EDITOR, SOUNDTRACKER v2.6, STAR TREKKER, 3 SONGS DISKS, 4 INSTRUMENTS DISKS. THIS IS OUR BEST SELLING PACK (A500+/A600 compatible)

A MUST FOR HOME MUSICIANS !

£12.00

PDM 30 DIGITAL CONCERT II
PDM 31 DIGITAL CONCERT III
PDM 65 DIGITAL CONCERT IV
PDM 85 MIAMI VICE "CROCKET'S THEME" (P)
PDM 91 100 MOST REMEMBERED C64 TUNES (P)
PDM 95 HI FI DEMO (P)
PDM 106 BETTY BOO (P)
PDM 117 FLASH GORDON - 2 DISKS (P)
PDM 230 TRIPPIN' -BY THE BLACK JACKSON, SUPERB!

SUPER SOUND III

THIS IS THE LATEST VERSION OF THE BRILLIANT SAMPLING SOFTWARE BY K.B.E. IT WILL ADD REVERB AND LOADS OF OTHER REAL-TIME FX TO YOUR SAMPLES.
COMPATIBLE WITH MOST SAMPLING HARDWARE. IT IS NOT PD AND ROYALTIES ARE PAID TO THE AUTHOR (P)

£3.50

PDM 118 HACKTRICK "LOADSAMONEY" (P)
PDM 120 LAUREL & HARDY - 2 DISKS (P)
PDM 185 PARASITES KLF
PDM 72 POPEYE MEETS THE BEACHBOYS (P)
PDM 82 FREDDY KRUEGER
PDM 83 KEFRENS JUKE BOX
PDM 104 BASS X #5 POWER REMIX
PDM 105 BASS X #6 SIDNEY YOUNGBLOOD (P)
PDM 229 NASP IV - 2 DISKS, LATEST VERSION (P)

CATALOGUE DISK

OUR NEW DATA BASE CATALOGUE CONTAINS DETAILS OF OUR COMPLETE DISK COLLECTION. TO RECEIVE YOUR COPY SEND 3 FIRST CLASS STAMPS. ALTERNATIVELY, YOU CAN HAVE ONE FREE WITH YOUR FIRST ORDER ON REQUEST

REMEMBER.......
WE STOCK ALL OF THE FRED FISH DISKS WHICH ARE NOW UP TO DISK No. 790

WE HAVE T-BAG DISKS 1 TO 63

WE ARE AN AUTHORISED *DEJA VU* DISTRIBUTOR

LATEST DEJA VU DISKS

THESE ARE LICENCEWARE AND COST £3.99 EACH

L 128 TOWER HILL -GOOD ICON DRIVEN GRAPHIC ADVENTURE (P)
L 127 THE VIKING SAGA - ROLE PLAYING STRATEGY GAME (P)
L 126 GREENIES -WELL THOUGHT OUT 3PLR MAZE GAME (P)
L 125 MIRAGE COLLECTION vol 1 - INCL LYNX FILE COPIER FOR SINGLE DRIVE USERS & ILD DATABASE (P)
L 123 SHOOT 'EM BADDIES - MOUSE CONTROLLED V.GOOD (P)
L 122 TELL THE TIME - GREAT EDUCATIONAL PROGRAM (P)
L 115 ROOTS - FAMILY HISTORY PROGRAM (P)
L 112 INVOICE/ ORDER MANAGER - INVOICE PRINTER (P)
L 110 MONEY SPINNER - SPACE TRADING GAME (P)
L 106 ORGANISED - PERSONAL ORGANISER (P)
L 104 MONEY MONITOR - BANKING PROGRAM (P)
L 101 MORSE CODE TUTOR (P)
L'98 POWERTEXT - WORD PROCESSOR (P)
L 91 FUN TO LEARN (P)
L 90 CONCERT BOX - LEARN BASIC MUSIC THEORY (P)
L 87 PUZZWORD - PUZZLE GAME (P)
L 82 COLOURING BOOK II (P)
L 77 POWERBASE v2.1 - DATABASE (P)
L 75 VIDEO LAB - VIDEO TITLING UTILITY (P)
L 59 THE PREHISTORIC FUN PACK (P)
L 47 DIRTY CASH - FRUIT MACHINE SIMULATOR (P)
L 44 FORMULA ONE CHALLENGE (P)
L 35 T-TECDRAW - DESIGN PROGRAM (P)

VISA

HOW TO ORDER

MasterCard

DISK PRICES

1 - 9	£ 1.75 each
10 - 19	£ 1.50 each
11 - 20	£ 1.25 each
Deja Vu disks	£ 3.99 each

P = Compatible with A600 / A500 Plus
Postage & Packing is FREE on all orders of 3 disks or more.Less than 3 disks please add£1.00.
Europe add 25p per disk.
Rest of World add 50p per disk.

PAYMENT

We accept all major credit cards
Please make cheques and P.O's payable to **PD DIRECT** and send to:

PD DIRECT
DEPT. CU3
86 GEORGE STREET
NEWCASTLE
STAFFORDSHIRE
ST5 1DN

TELEPHONE OR FAX
0782 715255

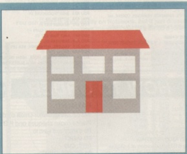
WIN AN A1200

COURTESY OF ELECTRONIC ARTS

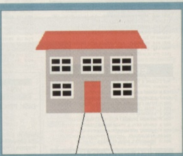
PLUS... 3 RUNNERS-UP PRIZES OF EDUTAINMENT GAMES

THAT'S (NOT) THE WAY TO DO IT!

As *Kid Pix* is an art package aimed at younger users, we thought we'd come up with a child's picture by way of demonstration. We'd like to tell you that this particular masterpiece was created by a seven year-old, but that would be a lie. Tony Dillon actually took two weeks to come up with this, ahem, masterpiece and is dead proud of it. Poor thing.



STAGE 1
Using three colours and the filled box tool, I can quickly define the shape of my house, as well as the positions of all the windows and the front door. Yes, it does look like the house that used to be shown at the start of Play School. So what?!



STAGE 2
Choosing the line tool and a thick brush, it took no time at all to draw in the window frames and small detail on the door. Picking up a thinner brush, I've marked the path from the door to the garden, as well as the base of the fence. Easy or what?

PICTURE THIS...

Now that you've seen *Kid Pix* in action courtesy of our amazing coverdisk demo, and read the review of this fantastic art package, how do you fancy getting your hands on a brand new Amiga 1200? Or failing that, all four *Carmen Sandiego* games (*Where In Europe Is Carmen Sandiego?*, *Where In Time Is Carmen Sandiego?*, *Where In The USA Is Carmen Sandiego?*, *Where In The World Is Carmen Sandiego?*) courtesy of Broderbund? You do? Thanks to CU and Electronic Arts, distributors of all Broderbund software, you can!

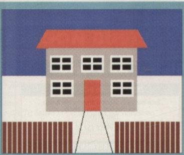
We've got one A1200 to give away to a lucky winner, and three runners up prizes of Carmen Sandiego packs. The Carmen Sandiego games are some of the most highly praised edutainment games available for the Amiga. The basic idea is to find the character from the title by visiting various locations and solving the set puzzles. Apart from being great fun they also inform the player about the geography, customs and heritage of the country he/she is visiting.

So, what do you have to do to win?. Well, loading your coverdisk would help for a start. We have a cut-down version of *Kid Pix* for you sellotaped to the front of this magazine. What we want you to do is come up with the best piece of artwork you can using all the facilities available on our coverdisk. Using *Kid Pix's* shade and colour tools in conjunction with it's exclusive drawing modes, you should be able to come up with some pretty staggering stuff, and the best will take home our fabulous prizes. The worst, sadly, will have to be shown in a documentary about how computer games are stifling our children's imaginations. Still, not to worry.

Once you have your artwork complete, save it onto a disk using the 'Save As' option in the menu bar and send it to us, complete with your name, address, age and telephone number at this address:

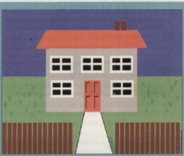
I'M A BETTER ARTIST THAN THAT TONY DILLON BLOKE, THAT'S FOR SURE – HE'S CRAP COMPO
CU Amiga, Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU.

Closing date for all entries is 28th of April 1993 and the Editor's decision is final. No correspondence will be entered into. Employees of EMAP Images, Electronic Arts or Broderbund are not allowed to enter. No way. We don't care how good you are.



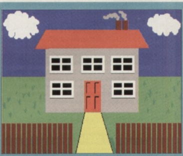
STAGE 3

Sticking with a thick brush, I've put in all the upright posts for the fence, added a horizon and put in the deep blue sky. Already it's beginning to look homely, although the house sure does look like it could use a chimney.



STAGE 4

The lawn is in place, and by using a slightly deeper green, I can add some shadow from the fence as well as pick out some blades of grass here and there. The chimney was done by picking up a thick brush and drawing a couple of upward stripes.



STAGE 5

The finished picture, with clouds and chimney smoke drawn using the blotter brush from the brush menu. OK, it doesn't exactly look spectacular, but it did only take five minutes. [*Lies, lies... Ed.*] Can you do better? If you can, then enter now!

MJC COMPUTER SUPPLIES

Suppliers of Discount Software since 1984

Educational, Local Authority and government orders welcome. Overseas orders please call or write for a quotation. All goods subject to availability, prices subject to change without notice. E&OE

Prices include VAT and delivery by post, Courier delivery available on request. Please allow 5 days for cheque clearance.

TO ORDER: Credit card orders can be place by calling the telephone number below – or send a cheques/POs made out to MJC Supplies to:

MJC SUPPLIES (CU), Unit 2 The Arches,
Icknield Way, Letchworth, Herts SG6 1UJ.
Tel: (0462) 481166 (6 Lines)

AMIGA COMPUTERS

NEW – AMIGA 1200

The very latest Amiga computer – now offers twice the processing speed at 14.9 Mhz, 2 Mbyte of Chip Ram as standard, the new AA enhanced chip set offering up to 16 million colours, a full 96 keys with numeric keypads. Workbench, 3.0 and 12 months On-site warranty.

PLEASE CALL FOR PRICE & AVAILABILITY

AMIGA 600

NEW AMAZINGLY LOW PRICE

The "portable" Amiga, features surface mount technology for greater reliability and Workbench 2. Comes complete with 12 months On-site warranty.

AMIGA 600 COMPUTER £239.00
ADD £15 FOR ZOOL GAMES PACK
(price includes free courier delivery)
(prices valid whilst stocks last)

AMIGA 600 HD EPIC PACK

Amiga 600 with the choice of a 20 or 40 Mbyte genuine Commodore hard drive fitted. The Epic packs comes complete with four games Deluxe Paint 3 and an Amiga Easy Text Word Processor.

AMIGA 600 Epic Pack with 20 Mbyte Hard Disk £359.95
AMIGA 600 Epic Pack with 40 Mbyte Hard Disk £399.95
(price includes free courier delivery)

PLEASE NOTE: all the above computers are genuine UK models with *nothing* taken out of the packs. All come with 12 months On-site warranty and free courier delivery.

AMIGA STARTER PACK

Includes: 10 discs, 40 capacity disc box, Joystick, Dust cover and Mouse mat.

MJC PRICE £19.95
(or just £15.95 if purchased with an Amiga)

AMIGA 600 CONTROL CENTRE

Manufactured by Premier Micros these are made of sheet steel and epoxy coated to exactly match the 600. They are precision made to fit the 600 and offer a perfect base for a monitor and a shelf for your extra disc drive or peripherals.

MJC PRICE £34.95
(or just £29.95 if purchased with an Amiga 600)

A600 1 MEGABYTE EXPANSION

Increase your memory to 2 Mbyte. Includes Clock.

MJC PRICE £44.95
(or just £39.95 if purchased with an A600)

EDUCATIONAL SOFTWARE

THE FUN SCHOOL RANGE

Probably the best selling educational software for the Amiga. Fun School 3 and 4 also conform to the National Curriculum.

Fun School 3 for Under 5	£15.95
Fun School 3 for 5-7 years	£15.95
Fun School 3 for Over 7	£15.95
Fun School 4 for Under 5	£15.95
Fun School 4 for 5-7 years	£15.95
Fun School 4 for Over 7	£15.95

FUN SCHOOL SPECIALS

In response to consumer demand a range of **FUN SCHOOL SPECIALS** have been developed to help children with specific areas of learning.

Merlin's Maths	£17.95
Spelling Fair	£17.95
Paint and Create	£17.95

COOMBE VALLEY SOFTWARE

This is a range of excellent educational adventure games for various ages.

Maths Dragons (5 to 12 years)	£12.95
Cave Maze (8 to 13 years)	£12.95
Reasoning with Trolls (5 to 12 years)	£12.95
Fraction Goblins (8 to 13 years)	£12.95
Picture Fractions (7 to 10 years)	£12.95
Tidy The House (5 to 9 years)	£12.95

NODDY'S PLAYTIME

A complete entertainment and learning package for young children. Contains 10 exciting programs which include a full Junior Art package, Noddy's Paint Pot, Post Office, Market Place and many more.
(1 Mbyte Required)

MJC PRICE £18.95

LAUGH & LEARN WITH ADI

The ADI series are aimed at being fun to use as well as being serious educational tool. Each package is specifically designed to follow the National Curriculum for a particular school year.

ADI – English 11/12 years	£17.95
ADI – English 12/13 years	£17.95
ADI – English 13/14 years	£17.95
ADI – Maths 11/12 years	£17.95
ADI – Maths 12/13 years	£17.95
ADI – Maths 13/14 years	£17.95
ADI – Maths 14/15 years	£17.95
ADI – French 11/12 years	£17.95
ADI – French 12/13 years	£17.95
ADI – French 13/14 years	£17.95
ADI – French 14/15 years	£17.95

LCL SOFTWARE

Primary Maths Course (3-12 years)	£18.95
Micro Maths (GCSE Level)	£18.95
Micro French (GCSE Level)	£18.95
Micro English (GCSE Level)	£18.95
Micro German (GCSE Level)	£18.95
Reading & Writing Course (3 years+)	£18.95

KOSMOS SOFTWARE

Kosmos software produce a superb range of educational software including the Answerback Quiz programs and four foreign language aids as well as the hugely popular Maths Adventure.

Answerback Junior Quiz (6-11 years)	£14.95
Answerback Senior Quiz (12 to Adult)	£14.95
Factfile Spelling (requires Junior Quiz)	£7.95
Factfile Arithmetic (requires Junior Quiz)	£7.95
French Mistress	£14.95
German Master	£14.95
Spanish Tutor	£14.95
Italian Tutor	£14.95
Maths Adventure	£17.95

AMIGA SERIOUS SOFTWARE & HARDWARE

AMOS – THE CREATOR

Easy Amos – Simple but powerful	£22.95
Amos V1.2 – The original language	£31.95
Amos Compiler	£19.95
Amos 3-D	£21.95

NEW – AMOS PROFESSIONAL

An enhanced version of the very popular Amos program. Contains over 200 new commands, 650 page brand new manual and many more new features.

MJC PRICE £44.95

MINI OFFICE AMIGA

Great new integrated package featuring a Word Processor, Database, Spreadsheet, Graphics and Disc Utilities.

MJC PRICE £39.95

VIDI AMIGA 12

Vidi Amiga 12 is the latest low cost colour digitiser from Rombo. RG8 Splitter is built in and colour images can be captured in less than a second. Mono images are grabbed in real time. Features multi testing software, composite or S-VHS input, HAM, EMB and overscan.

MJC PRICE £75.95

PROGRAMMING

Hisoft Highspeed Pascal	£69.95
Hisoft Devpac 3	£49.95

ACTION REPLAY MK3

Features include: Trainer Mode, Virus Detection, Burst Nibbler, Save Pictures and Music, Slow Motion, Disk Copy, Boot Selector, Diskcoder, Disk Monitor and many more excellent utilities.

MJC PRICE £54.95

NEW – CLARITY 16

The first low cost 16 bit stereo sampler for the Amiga. Contains an Editor, Midi Function, Sequencer and Realtime Special Effects.

MJC PRICE £105.00

WORD PROCESSORS

Wordworth V2	£74.95
Pen Pal V1.4	£37.95

MISCELLANEOUS

Videomaster	£49.95
Pro Midi Interface	£19.95
Stereo Master	£29.95
Rombo Megamix Master	£28.95
Rombo Take 2	£39.95
Final Copy 2	£69.95
Pagesetter 3	CALL

AMIGA ACCESSORIES & ADD-ONS

NAKSHA UPGRADE MOUSE

280 DPI quality replacement mouse – Pack includes Mouse house, Mat and Operation Stealth game.

MJC PRICE £22.95

ROBOSHIFT

Auto sensing joystick/mouse switch box.

MJC PRICE £13.95

ZYDEC SECOND DISC DRIVE

Excellent value external drive for the Amiga. Includes free Virus X Utility.
(Not A1200).

MJC PRICE £52.95

SQUICK REPLACEMENT MOUSE

Great value replacement mouse.

MJC PRICE £12.95

Further information on our Educational range is available in our Educational Supplement – on request

Please quote CU Amiga when ordering

VISA

Remember – prices include VAT & delivery

MasterCard

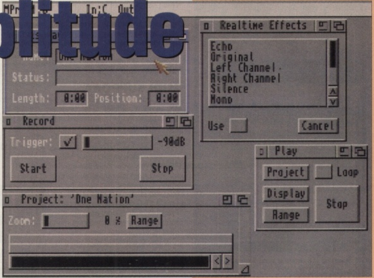
Maestro Professional & Samplitude

Is this the ultimate in dedicated hard and software specific sampling? Have Macro Systems achieved the impossible? Tony Horgan provides the answers.

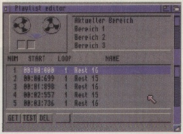
It's never enough, is it? Five years into the future, we'll be moaning because the latest personal computer has only got 32 channels of 24-bit sound, with an effects chip that can only process eight sounds and full motion video simultaneously – why on earth didn't they include a 6,000 googlebyte removable virtual disk?

So where was I? Ah yes, back in cosy old 1993, when we're still whinging about 8-bit sound. It's all been a bit scrappy so far. Third party add-ons have lacked common file formats and compatible software, so none has really taken a foothold. But, by combining dedicated generic sampling software with their own hardware, Macro System seem to have the right idea.

Before we go any further, I should say that this isn't quite a sampler in the usual sense. A sampler takes an analogue sound, and turns it into digital data, which can then be manipulated, duplicated, and replayed. Maestro differs from the rest, in that it only accepts digital input. To record anything, you'll need some form of digital source, such as a CD player or DAT machine, which also needs to have digital outputs. A CD player with standard analogue outputs won't do. To be fair, Macro System don't refer to it as a sampler, instead describing it as a digital audio interface.



The Maestro card comes with its own basic sampling software, but you'll be better off using the recommended Samplitude. There's no real sequencer, but you can string together a list of loops and ranges, to form basic soundtracks.



NUM	START	LOOP	NAME
1	00:00:000	1	Rest 16
2	00:00:699	1	Rest 15
3	00:01:898	1	Rest 16
4	00:02:557	1	Rest 15
5	00:03:736	1	Rest 16

JARGON BUSTERS

- *DAT*: Digital Audio Tape – like a CD, only on tape so you can re-record. It was expected to be very big in the music industry, but has failed to live up to expectations.
- *MIDI*: Music Information Digital Interface. A standard used by musical instruments to communicate with each other.
- *SMPTE*: Society of Motion Picture and Television Engineers – a standard synchronisation technique used extensively in multimedia projects.
- *DSP*: Digital Signal Processor – in musical applications, puts effects such as reverb, echo and flange onto sounds. DSPs are also used for video manipulation.
- *MASTER/SLAVE*: in a MIDI set-up, the master unit tells the others what to do, while the slave unit(s) respond to the master's commands.

JARGON BUSTERS

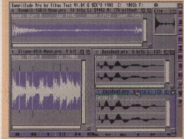
TOP END HARDWARE

The hardware comes on a card for Amigas 1500 and above, so it's no go if you've got a 500, 600 or 1200. The Maestro Pro software is fairly basic. Editing features are limited to cut, copy, paste and erase. There are a few real time echo effects, but nothing than can be put over your samples. The recommended software companion is Samplitude.

The system can sample at rates of 32 and 48KHz in 16-bits, so direct digital to digital recordings can be made from DAT without any loss of fidelity whatsoever. It can also record at 44.1KHz, for perfect recordings from CDs. As you can imagine, the resulting sound quality is superb.

Samplitude has more on offer, but even so, it's still just a sample editor, not a sequencer. You can use Samplitude to record, edit and replay your samples. Basic cutting and pasting is simple enough. A single sample can be displayed in up to three independent windows, so you could have the start of the sample in one, the end in another, and the whole thing in a third. This is most useful for setting up smooth loops. Developers SEK'D have put a lot of effort into

Project
Cutting
Editing
Range
Special

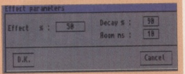


Once in Samplitude, you can speed up operations by activating the control panel, which has shortcuts for some of the more commonly used features.

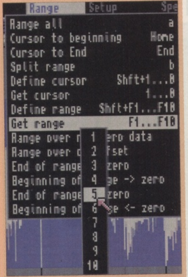
Up to 10 samples can be resident at once, each with its own re-scalable window.

WHAT YOU'LL NEED

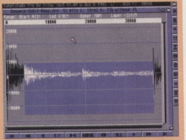
Maestro Pro comes as an internal board, so you'll need an A1500 or higher. Fast processors are recommended, and you'll also need some form of digital input to sample from. A CD player with digital output will do (standard AUX hi-fi connections will not), although a DAT recorder would be preferable, as you could then sample your own sounds from any format, recording them first to the DAT. A hard disk drive is almost essential, because of the size of 16-bit samples, and for the same reason, plenty of RAM is equally important.



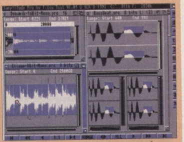
Unfortunately the reverb and echo effects are too noisy to be useful in most cases.



If you're working on a number of samples simultaneously, it's handy to define the ranges you set up. They can then be recalled at any time from the menus.



For detailed editing, you can switch on the grid overlay, very handy for precise cropping when timing is critical.



Any one sample can be displayed in up to three windows simultaneously – a great help when you're looping.

this, so that you don't have to. Using either the menus, or the more handy icons in the toolbox, at the click of a button you can perform all kinds of range-editing functions. One of the handiest of these is the non-zero range selector. When you're sampling, it's quite possible that you'll have sections of silence before and after your sound, in which case the non-zero selector automatically sets the range to the sound in between, saving you the fiddly job of manual cropping.

There are a couple of effects you can put over your samples, but both the echo and reverb are extremely noisy. The fuzz isn't quite so bad on 16-bit samples, but still prominent enough to put you off using the effects. The only other editing feature of any note is the mix option, which combines two samples or ranges into one. With any luck, the missing filtering, boosting, phasing, chorus and time-stretching features will be addressed in future updates (at present Samplitude is at V1.0).

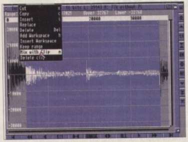
MIDI SUPPORT

MIDI support is limited to sample transfer. If you've got a sampler, synth or replay unit that conforms to the MIDI sample dump standard, you can exchange samples between the outboard unit and the Amiga. This means that you could use Samplitude and Maestro to grab sounds, and play them back through your MIDI instrument. Alternatively, you could use the Amiga to edit samples from your external sampler or synth (in which case you'd only need the software).The only sequencer included is a single-track playlist, similar to Audiomaster's loop sequencer. Practical professional uses for it are limited to cutting up existing soundtracks, and playing them back in a new order.

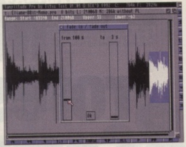
If you could assign the samples to MIDI channels, you could at least then sequence them from another computer or sequencer. Alternatively you could use the Amiga as a slave replay module in a live situation, hooked up to a master MIDI keyboard.

CONCLUSION

Now that more sampler cards are being released, the established sequencers are starting to support them. Blue Ribbon's Bars and Pipes caters for the Sunrize Studio 12/16 board, and with any luck, something similar will turn up for Maestro soon. Until then, it's not much use at all, and Macro System should really have developed their own sequencer, if only as a temporary measure until there's some decent supporting software. The choice of exclusively digital input is a strange one – it rules out anyone who wants to sample directly from vinyl, analogue tape, microphones and even most home CD players. Once the software side catches up, we could be in business.



The mix function has a whole load of uses, from creating fuller breakbeats to looping long synth sounds.



Volume fades are an essential part of the editing process, ensuring you avoid those nasty pops at the ends of sounds.

ALTERNATIVE BUYS

- *AD1012 £399 – DMI. Tel: 0753 686000.* Released last summer, the AD1012 is a 12-bit sampling card, which comes with its own Studio 16 software. Together, the hardware and software allow direct hard disk recording. The card is also supported by Bars and Pipes Professional, so you can combine your samples with your MIDI sequences. All of this, with the additional attractions of a built in DSP and SMPTE reading make it one of the best around. Reviewed in August '92 CU Amiga.
- *Clarity 16 £149.95 – Microdeal. Tel: 0726 68020.* By far the cheapest 16-bit Amiga sampler, Clarity also has the advantage of compatibility with all Amigas. However, to get the most out of it, and accellerated machine is required, otherwise you could be limited to single-channel mono playback. The hardware's impressive, but the software sequencing is no more than a single-track cue list. Could be a stormer if the right software arrives. Reviewed in February '93 CU Amiga.
- *AudioMaster IV £204.30 – DMI. Tel:0753 686000.* Expensive, considering it's only ab 8-bit sampler, but AudioMaster IV has many advantages over the 12/16-bit cards. Compatibility with existing sequencers and trackers is not to be sniffed at, and the editing software leaves the others standing. Theoretically inferior, you could actually find it superior in practice. Reviewed June '92 CU Amiga.

MACRO SYSTEMS £TBA

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

£TBA Micropace, Unit 10, Perth Trading Estate, Perth Avenue, Slough, Berks, SL1 4XX. Tel: 0753 551888

EASE OF USE 0◆◆◆◆◆◆◆◆◇◇10

The idiot-proof windows and menus make sampling and editing a breeze.

EFFECTIVENESS 0◆◆◆◆◆◆◇◇◇◇10

The limited sequencing features offer little scope for original compositions.

FLEXIBILITY 0◆◆◆◆◆◇◇◇◇◇10

Desperately in need of sequencing and hard disk recording software.

INNOVATION 0◆◆◆◆◆◆◆◇◇◇10

Quality 16-bit sound, but with its fair share of drawbacks.

> *Another potentially powerful sampler, let down by the software*

OVERALL 62%

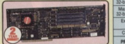
GVP
GREAT
VALLEY
PRODUCTS

THE WORLD'S Nº 1 AMIGA PERIPHERALS

ACCELERATORS

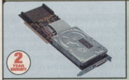
FOR THE AMIGA 1500/2000/4000

All GVP G-Force accelerators can be turned into a hard card by adding a Mount Kit (GVA 4251 - £34.95). Any 1" SCSI drive can then be mounted on to the accelerator.


2 YEAR WARRANTY

	030 25MHz	030 40MHz	030 50MHz	040 33MHz
Processor	68030EC	68030EC	68030	68040
Speed MIPS	7.48	12.1	15	30
Speed MHz	25	40	50	33
Math co-proc	68882	68882	68882	Built-in
Standard 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Maximum 32-bit RAM	13Mb	16Mb	16Mb	16Mb
Extras	SCSI	SCSI	SCSI	SCSI Ser/Par
Code	UPG 0110	UPG 0430	UPG 0533	UPG 0740
PRICE	£499	£799	£1099	£1499

HARD CARDS


2 YEAR WARRANTY

FOR THE AMIGA 1500 & 2000

- *Factory installed Hard Drives*
- *0, 80, 120, 213, & 420Mb options*
- *On-board 8Mb memory sockets*
- *Add up to 6 SCSI devices*

0Mb	HAR 1300	£129
40Mb	HAR 1340	£299
80Mb	HAR 1388	£349
120Mb	HAR 1422	£429
213Mb	HAR 1533	£579

The Impact II HC8 hard cards are the equivalent of the HD8+ hard drive, but for the 1500 and 2000 models. They are some of the fastest hard drives available, and incorporate an unpopulated 8Mb RAM expansion.

Return the coupon now for your *FREE* copy of Silica Systems

NEW GVP CATALOGUE

SOUND SAMPLER

2 YEAR WARRANTY

FOR ALL AMIGAS

- *8-bit stereo sampler*
- *Plugs into parallel port*
- *MIDI support for song input*
- *Extensive editing features*

For the semi-professional and audio hobbyist a high quality 8-bit stereo sound sampler that connects into the parallel port on any Amiga 500, 600, 1500, 2000 or 3000 computer. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available. Includes 4-track soundtracker file compatible sequencer.

~~£49.95~~ £39.95
Ref: MUS 2500

VIDEO GENLOCK

2 YEAR WARRANTY

FOR ALL AMIGAS

- *2x Composite Video, 1x S-VHS inputs*
- *RGB Composite video & S-VHS outputs available simultaneously*
- *Sound mixer, 2 mono inputs and 1 output*
- *Full software control via control panel, hotkeys and/or ARexx*

GVP's G-lock genlock is a true price/performance breakthrough. The G-lock genlock works with all Amiga computers and even supports the new Chroma Key modes of the ECS/AA chip set. It is the only choice for the mid-range Amiga video enthusiast.

Ref: VID 2500
£349

PLUG-IN HARD DRIVES FROM ONLY £299

PLUG-IN HARD DRIVE AMIGA 500/500PLUS

The **A500-HD8+** provides the ultimate in hard disk performance, memory expansion and future expandability for the Amiga 500. It incorporates the same VLSI custom chip and FAAAST ROM SCSI driver which are used in GVP's Series II SCSI/RAM controllers for the A1500/2000. As a result the **A500-HD8+** offers unbeatable hard disk performance. The easy-access Autoboot/Game Switch allows the hard disk to be disabled, ensuring compatibility with the few games that will not work with a hard disk.

Every **A500-HD8+** incorporates the latest in hard disk technology with a factory installed and formatted 1" high, low power, 3½" SCSI hard disk, offering storage capacities up to 213Mb.

The **A500-HD8+** also offers the ultimate in expandability. Additional SCSI peripherals can be attached to the external SCSI port. Up to 8Mb of internal Fast RAM expansion can be installed using state-of-the-art SIMM memory modules. The unique internal Mini-Slot allows for future expansion. Every **A500-HD8+** has its own dedicated power supply, ensuring that the Amiga 500 power supply will not be overloaded and an internal fan to prevent the unit from overheating.

WHAT THE PRESS SAY . . .

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive' ...
AMIGA SHOPPER

'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong ... Untouchable. THE choice'
AMIGA SHOPPER

2 YEAR WARRANTY
IMPACT Series II
AMIGA GOLD FORMAT
Dec '90
IMPACT Series II A500-HD+
POWER
HARD DISK

PLUG-IN HARD DRIVE OPTIONS

MODEL	42Mb	80Mb	120Mb	213Mb
HD8+ HARD DRIVE	£299 INC VAT Ref: HAR 0840	£399 INC VAT Ref: HAR 0888	£499 INC VAT Ref: HAR 0922	£599 INC VAT Ref: HAR 0933

HD8+ HARD DRIVE
A530 HD & ACCELERATOR

	HD8+	A530
HARD DRIVE		
SCSI HARD DRIVE 40, 80, 120 & 213Mb VERSIONS	●	●
ULTRA FAST ACCESS	●	●
TRANSFER RATE UP TO 2,100K/sec* (*THE RATE OF THE 213Mb HD)	●	●
ACCELERATOR		
40MHz 68030EC CPU		●
OPTIONAL 68882 MATHS CO-PROCESSOR		●
RUNS AT 12.1 MIPS (FASTER THAN AN A3000!)		●
HARDWARE SUPPORT TO MAP KICKSTART INTO 32-bit WIDE FAST RAM FOR FASTER OPERATION		●
RAM BOARD		
UP TO 8MB OF 8 OR 9-bit FAST RAM (8 OR 9-bit WIDE SIMMS - 120ns OR QUICKER)	●	
UP TO 8Mb OF 32-bit WIDE FAST RAM (32-bit WIDE SIMMs - 60ns)		●
1Mb POPULATED		●
OTHER FEATURES		
'CUT-OFF' FOR 100% GAME COMPATIBILITY	●	●
SCSI CONTROLLER FOR UP TO 7 DEVICES	●	●
VLSI CUSTOM CHIP	●	●
FaaaST ROM SCSI DRIVER	●	●
IDENTICAL COLOUR & STYLING TO THE A500	●	●
BUILT-IN FAN TO PREVENT OVERHEATING	●	●
DEDICATED POWER SUPPLY	●	●
'MINI-SLOT' FOR FUTURE EXPANSIONS (E.G. PC EMULATOR)	●	●
REMOVABLE MEDIA SUPPORT	●	●
DIRECT MEMORY ACCESS (DMA) STYLE FOR ULTIMATE PERFORMANCE	●	●
EASY-TO-USE SOFTWARE	●	●
2 YEAR WARRANTY	●	●

PLUG-IN HARD DRIVE + ACCELERATOR AMIGA 500/500PLUS

The **GVP A530** incorporates the same 68030EC processor found in most of the new GVP G-Force accelerator range, as well as using the same VLSI custom chip and FAAAST ROM SCSI driver that is used in GVP's Series II SCSI/RAM controllers for the A1500/2000.

It also incorporates the Motorola 68030EC processor running at a blistering 40MHz and the latest in hard disk technology with a factory installed and formatted 1" high, low power, 3½" SCSI hard disk offering storage capacities up to 213Mb. Additional SCSI peripherals can be attached to the external SCSI port. Up to 8Mb of 32-bit wide Fast RAM expansion can be installed, using state-of-the-art SIMM memory modules (1Mb supplied as standard). A 68882 maths co-processor can also be added to the unit to boost the machine's math calculations. Every **GVP A530** has its own dedicated power supply.

2 YEAR WARRANTY
AMIGA GOLD FORMAT
SEPT '92
A530 COMBO
ACCELERATOR + HD
FOR THE
AMIGA 500/PLUS
40MHz

"... the build quality is excellent ... in terms of performance, their gear is the best ... their equipment is worth every penny'.
94% AMIGA FORMAT 9/92

PLUG-IN HARD DRIVE & ACCELERATOR OPTIONS

MODEL	42Mb	80Mb	120Mb	213Mb
A530 COMBO HARD DRIVE & ACCELERATOR	£699 INC VAT Ref: HAR 0962	£799 INC VAT Ref: HAR 0968	£899 INC VAT Ref: HAR 0974	£999 INC VAT Ref: HAR 0983

PC EMULATOR

PLUG-IN OPTION FOR HD8+ & A530

- 16MHz 80286 processor
- 287 Maths Co-Processor socket
- 512K of PC RAM plus the use of Amiga RAM
- Supports Hercules, CGA, EGA/VGA (monochrome) and T3100 video modes
- Runs MS-DOS (3.2 and upwards) plus thousands of other PC programs

This powerful 286 emulator module simply plugs into the 'mini-slot' of the GVP HD8+ or A530 (without invalidating the warranty). It has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

£149
Ref: EMU 0500

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

140193-1430

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 14 YEARS:*** Proven track record in professional computer sales.
- ***£12 MILLION TURNOVER (with 60 staff):*** Solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888.**
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers + software and peripheral details.
- ***PAYMENT:*** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	**Tel: 0702 468039** Fax No: 0702 462363

To: Silica Systems, CMUSR-0393-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE GVP RANGE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

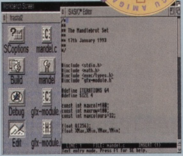
Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 68J

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

SAS

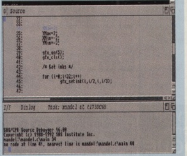
No, it's not a super secret army organization. It is, however, the latest version of the best C developer to hit our screens. John Kennedy pokes his head above the trenches.



```
/*
**
** The Mandlebrot Set
**
** 17th January 1993
**
*/


#include <stdio.h>
#include <math.h>
#include <exec/types.h>
#include "gfx-module.h"

#define ITERATIONS 64
#define SIZE 4

const int maxcol=100;
const int maxrow=100;
const int maxcolours=32;

float Q[256];
float XMax,XMin,YMax,YMin;
```

```
Text entry mode. Press F1 for SE help.
```

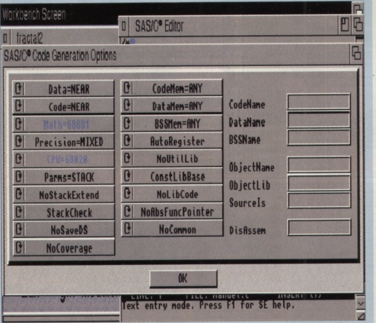
Forget weird commands in your source – all compiler options can now be set using standard Amiga requestors.



```
32:
33:
34:         XMax=2;
35:         YMax=2;
36:         XMin=-2;
37:         YMin=-2;
38:
39:         gfx_on(5);
40:         gfx_cls();
41:
42:         /* Set inks */
43:
44:         for (i=0;i<32;i++)
45:                 gfx_setink(i,i/2,i,i/3);
46:
47:
```

```
SAS/CPR Source Debugger V6.00
Copyright (c) 1988-1992 SAS Institute Inc.
mandel:\mandel.c\main 34
no code at line 41, nearest line is mandel:\mandel.c\main 44
```

Take the pain out of debugging. With SAS/C's CodeProbe you call single-step through your program, line by line.



Data=NEAR
Code=NEAR
Math=68881
Precision=MIXED
CPU=68020
Parms=STACK
NoStackExtend
StackCheck
NoSaveDS
NoCoverage
CodeMem=ANY
DataMem=ANY
BSSMem=ANY
AutoRegister
NoUtilLib
ConstLibBase
NoLibCode
NoAbsFuncPointer
NoCommon
CodeName
DataName
BSSName
ObjectName
ObjectLib
SourceIs
DisAssem

```
Text entry mode. Press F1 for SE help.
```

Programming in the 90s is even easier than you might suspect. Edit, compile, link and debug your programs with simple mouse-clicks. Each project is automatically allocated the relevant icons.

There was a C compiler from a company called Lattice. Many people bought this compiler, and it soon became the standard development system on the Amiga. Even Commodore uses Lattice C for the example code in the official documentation.

The people at Lattice updated the program regularly, but once they had reached version 5, they decided that what they really wanted out of life was not to produce C compilers for the Amiga. So, much to the annoyance of Amiga programmers everywhere, they stopped doing it and began enjoying a new lifestyle altogether.

However, all was not lost, as a company called SAS decided that what they really wanted out of life was to produce C compilers for the Amiga. So, they took over the Lattice C system, updated it themselves, and the result is SAS/C – version 6 of probably the best C development system in the universe.

WHY BUY PRO?

This is the question you've got to ask yourself when you see the price tags. The SAS/C system isn't cheap, and you can buy a perfectly serviceable C compiler from a PD library for a few pounds. What can possibly justify the huge difference in price?

The answer, of course, is quality. When you buy the SAS/C system, you not only get the best C compiler ever written for the Amiga, you get an entire development system of professional standard. This is how employed programmers write applications for the Amiga – there is no better way.

But first, you might be wondering how one C compiler could be better than another C compiler: after all, a compiler does nothing more than translate a file of source code into machine code using a set of rules set down by the C language. Why the fuss?

In fact, it turns out that the SAS/C system can translate source code better than the other systems. Due to cunning on the part of SAS, the code their compiler produces will not only take up less space, but it will run significantly faster than other compilers. It is also totally ANSI compliant (i.e. it follows the recognised standard), which is very important with

JARGON BUSTERS

- ***Compiler*** – A piece of software which takes source code and converts it into pure object code which the compuetr can execute.
- ***ANSI*** – The American National Standards Institute. Essentially a system of rules governing the implementation of the language, to force a degree of conformity.

JARGON BUSTERS

/C

C – THE LANGUAGE

C is a popular language for many reasons. It's fast, it's compact and it is available on many different computers and operating systems. Developed in the 1970s by Dennis Ritchie, C is a language which will be with us for many years to come. Take a flick through the computer programming jobs available in a newspaper, and look at the rates of pay on offer to C and UNIX personnel.

Learning C can be a tricky business, but may I humbly suggest that you take a look at the tutorial in CU Amiga for starters, and perhaps graduate onto a good book – such as those available in bookshops written by Herbert Schildt – when the need arises. As SAS/C is ANSI compliant, most modern books will be applicable, even if they say MSDOS on the front.

such a commercial and theoretically portable language such as C.

Further justification for the price is contained on the other six floppy disks included in the huge box. The extras form the rest of the development system, of which the compiler is just a small part.

EXTRA EXTRA

SAS/C is an Amiga program through and through. If ever there was an example of a program which used every possible feature of the advanced Workbench environment and the powerful operating system, this is it.

Every feature of SAS/C is documented in the on-line Amiga hyperhelp system. With a few clicks you can pull-up screens of text explaining just what that obscure library call does, or advice on using that certain aspect of the compiler. It's all here, and it's only seconds away. If you have a hard drive – as you really should have if you want to make the most of SAS/C – it's instant access to the manual. Mind you a hard drive isn't essential, and two floppy drives will suffice for the 'on-line storage capacity challenged', but you will need 1Mb of RAM, preferably 2Mb to make use of the integrated environment.

It has already been proved that the Amiga's form of 'point and click' environment can increase productivity and, therefore, it's about time it was carried through to its logical appearance in programming systems. When using SAS/C, practically the only typing you'll need to do is the typing of source code. This is something which you'll only appreciate if you have tried using other C systems which require all sorts of strange hieroglyphics before they come out to play.

Admittedly, for some of the more tricky features there is no choice – you will need to use the Shell. The Profiler will examine your code, and work out which functions are called most often, which is very useful for optimizing your own program. A millisecond shaved off the time it takes a loop to execute can soon mount into seconds or minutes.

DEBUG

Nothing works right first time. Even if it does, it's so unlikely an occurrence that paranoia ensures that you won't believe it anyway. So, you need to check out what went (or didn't appear to go) wrong. With a PD system your best hope is to dump the source code to a printer, sit on the floor and wade through everything with a biro and highlighter pen.

The SAS CodeProbe program makes that kind of listing paper carpet a thing of the past. As long as you compiled your code with the 'debug' option active (no big deal) CodeProbe will allow you to actually step through your source code line by line, as it runs. The code can be examined in original C source, or even the assembly language equivalent if you prefer. If there is a better way of learning C programming, I've yet to come across it.

At any time you can display the contents of arrays and variables, inserting new values as you go. You can even step through the code running on another Amiga connected via their serial ports.

SCOPTS

Scopts – what the hell's that? Don't panic – it's only another way of making your life easier. With previous versions of LatticeC, compiler options were using 'included' in the command line. For example, to compile, link and optimize a file which uses a FPU, you would need to type lc -O -L -f8 progname.c. Needless to say, remembering which letter invoked which option was something for which valuable brain cells could have been put to better use.

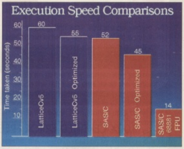
Running the Scopts program brings up requester containing every compiler option. A few clicks and windows later and the options are set, with no scrabbling through the manual required. It's here, for example, that the debug option would be selected. It is also here that the 'GenProto' option might be used. If it is used, the compiler automatically creates a header file of all the functions and variables used in the program – dead handy if your old LatticeC program wasn't really sticking to the ANSI standard. The new .h file can be #included, and the entire thing re-compiled with 'GenProto' switched off.

As you would expect from such an Amiga-orientated program, ARexx is made use of extensively. Although the supplied source code editor is entirely usable, you might like to stick to your personal favourite. Cygnus Ed (CED) is my preferred editor, and because it is also fully ARexx compatible, Life is Good. Programs can be compiled whilst still inside CED, and any errors in the source will actually be flagged inside the editor.

For users of Lattice Cv5, the upgrade to SAS/C will be a relaxed affair. Apart from getting rid of the 'lc' files and replacing them with 'sc' files, getting used to life without QUAD: and remembering to type 'slink' instead of 'blink', everything should go smoothly – that is, as long as any old source code was strictly ANSI compliant.

Of course, the other advantage is that when compiled, your old programs will actually run faster. To obtain an idea as to just how much faster take a look at the pretty coloured graph. I wrote a small program to generate Mandelbrots sets, and timed it after compiling with both Lattice Cv5 and SAS/C – with and without optimizations enabled. You can see that the un-optimized SAS code ran faster than the optimized Lattice version. When use was made of the special 68881 FPU libraries (which I could never get to work properly with Lattice), the speed-up was amazing. A comparative Lattice FPU program would probably have clocked in at about 23 seconds, if it had worked.

The 'new' Workbench2 #Include files are supplied as standard, which means programs can be upgraded to make full use of the new features immediately. Advanced SAS/C programmers will appreciate the support for the OS2 taglist calls, resident-able precompiled headers for greater compile speed, and the ability to create and debug devices and libraries.



A small Mandelbrot-producing test program was written to compare the speed of code produced by the new compiler. As you can see, there was an amazing difference in speed – due in part to special 'keyhole optimization' routines in SAS/C.

CONCLUSION

If you buy SAS/C and expect to learn how to program *Deluxe Paint 5* within a week, I've some bad news for you. Although the vast documentation contains over 1000 pages detailing the programs and library functions in excruciating detail, you won't find a programming tutorial anywhere.

The big question remains – is the SAS/C system really worth the money, especially compared with PD compilers? I would say it certainly is, in fact, it's money well spent. If you want to earn money from programming, SAS/C is an investment.

It would be good move for any novice programmers to spend a month with a PD program in an attempt to discover if C is going to be the language of choice. However, once the need is felt for a decent debugging tool or a copy of the Amiga #include files, you can be sure the time to consider an upgrade to SAS/C has come.

SAS INC: £299

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

£299 HISOFT, THE OLD SCHOOL, GREENFIELD, BEDFORD. TEL: 0525 718181

EASE OF USE 0♦♦♦♦♦♦♦♦◇◇10
With the new editor environment, programming is as easy as writing to your pals.

VALUE FOR MONEY 0♦♦♦♦♦♦♦♦♦◇10
It may seem expensive, but this is a professional level tool and comes with all the support you would expect.

EFFECTIVENESS 0♦♦♦♦♦♦♦♦♦◇10
It compiles and optimises code which is smaller and runs faster than any cheaper system you could find.

FLEXIBILITY 0♦♦♦♦♦♦♦♦♦◇10
The SAS development system is fully ANSI compliant, so it shuld support any ANSI C source.

INNOVATION 0♦♦♦♦♦♦♦♦♦◇10
New WB2.0 include files and OS2.0 taglist calls enable the creation and debugging of libraries and devices.

> ***The Amiga development system for professionals that everyone can use.***

OVERALL 90%

081-686 9973

GREY-TRONICS LTD

LOWEST PRICES **CUT PRICES** **BEST SERVICE**

DISKS DISKS DISKS + LOCKABLE BOXES CAPACITY 100

100% CERTIFIED ERROR FREE

50 35." DS/DD	£22.99	+ 100 cap lockable box	£26.99
100 3.5" DS/DD	£37.99	+ 100 cap lockable box	£41.99
200 3.5" DS/DD	£69.99	+ 2, 100 " "	£75.99
400 3.5" DS/DD	£138.99	+ 4, 100 " "	£150.99
500 3.5" DS/DD	£166.99	+ 5, 100 " "	£179.99
1000 3.5" DS/DD	£330.00	+ 10, 100 " "	£359.99

FREE LABELS + FREE DELIVERY BY PARCEL FORCE

AMIGA 600

ULTIMATE PACK

PLUS: Panasonic 2180 Colour Printer, Word Processing KindWords 3, Microswitch Joystick, Dust Cover, Disk Cleaner, Mouse Pad, 5 Blank Disks. Games! Jimmy White, Space Ace, Kick Off 2, Populous, Pipemania.

This pack retails for over £730 but is available to you for only

£499.99 INC VAT

Free Delivery

AMIGA 600

standard specification

£254.99 INC VAT

Free Delivery

EXTRA £20.00 for 10 disks Microswitch joystick, Mouse Mat, Storage Box, Disk Cleaner, Four Games worth over £100 when purchased with A600.

AMIGA 600 HD EPIC PACK

20Mb Hard Disk + DPaint 111, Epic, Rome, Myth, Trivial Pursuit + FREE 10 Disks, Microswitch Joystick + Mouse Mat + Storage Box + Disk Cleaner. FREE one year at home service

£374.99 INC VAT

Free Delivery

AMIGA 1200

32 Bit 14.19MHZ

2Mb RAM - A4 CHIPSET

FREE: Microswitch joystick, Mouse Mat, 10 Disks, Storage Box, Disk Cleaner. FREE one year at home service.

£374.99 INC VAT

Free Delivery

AMIGA 600

The Wild, Weird & Wicked Standard Pack.

FREE: Microswitch joystick, Mouse Mat, Disk Cleaner, 10 Disks, Storage Box.

£309.99

Free Delivery

ACCESSORIES

Amiga To TV Scart	10.99
Amiga To Sony TV	12.99
Joystick Splitters (2)	6.99
Joystick Extension	6.99
3.5" Disk Head Cleaner	2.99
Universal Printer Stand	7.99
80 capacity sliding box	9.99
Zappo External Drive	56.99
Amiga Happy Mouse	16.99

Add £2 for delivery

PRINTERS

9 PIN DOT MATRIX

Panasonic 1170	£135
Panasonic 2180 colour	£189

24 PIN DOT MATRIX

Panasonic 1123	£165
Panasonic 2123 colour	£225
Star LC 24200 colour	£260

Free Delivery

PHILIPS 8833 11 MONITOR + LOTUS TURBO CHALLENGE + ON - SITE WARRANTY

£219.00

COMMODORE 1084ST MONITOR

£194.99 INC VAT

Free Delivery

2Mb Smart Card	£123
4Mb Smart Card	£193
1Mb Upgrade 600	£46.99
1Mb Upgrade 500 with clock & battery	£29.95
60Mb Hard Disc 1200	call

Free Delivery

3.5" LOCKABLE STORAGE BOXES

40 Capacity	£3.49
100 Capacity	£4.49

Add £1.50 P&P

ALL PRICES INCLUDE VAT & DELIVERY WITHIN 3 DAYS (UK MAINLAND ONLY).

CALL IN OR SEND CHEQUES/POSTAL ORDERS TO:

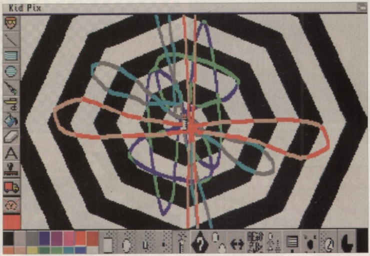
VISA

GREY-TRONICS LTD, UNIT 1015 WHITGIFT CENTRE,
CROYDON, SURREY CRO 1UU

Access

SALES HELPLINE: 081 686 9973 Mail order prices only **FAX: 081 686 9974**

All offers subject to availability. E&OE. Prices/Pack details may change without notice due to currency fluctuations. Please allow 6 working days for cheques to clear.



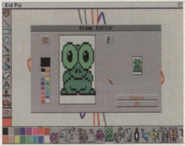
Left: The main menu, complete with options down the left side and the sub-menu for the current option along the bottom.

KID PIX

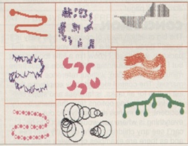
Broderbund came up with digital crayons, and Electronic Arts have brought it to the Amiga. Tony Dillon spills a lot of paint.

As you can probably tell from the title, *Kid Pix* is an art package for children. Developed in the US by PC programmer and father of a three year-old, Craig Hickman, the package has been designed specifically for younger users to exercise their imagination and creative skills within an environment that is user-friendly and simple without being over-simplified or restrictive. It's been a big hit with American children, and now it comes to the Amiga courtesy of Electronic Arts and the nimble fingers of John Jones-Steele, the coder behind numerous projects including the up-and-coming Amiga version of *Sim Life* from Mindscape.

The first thing I need to point out is that this is not an art package in the vein of *Deluxe Paint*. *Deluxe Paint* is full of tools which you can utilise to create certain effects and other options to make your art creation less cumbersome. *Kid Pix* is full of tools that are designed to stimulate ideas in children, rather than help them realise pre-defined images. By way of explanation, if you were drawing a picture in *Deluxe Paint*, you would select brushes and tools when you had an idea of what you were going to draw. With *Kid Pix*, the idea is that children will experiment with the variety of aids, which will hopefully spark an idea which they can then create.



The clip art provides a fun alternative to starting from scratch – sort of like digital fuzzy felt!



Just some of the wacky pens and brushes you can draw with, from the leaky pen top right to the running paint bottom left.

On loading first time, you are presented with a registration screen, where the child types in his/her name. On subsequent loads the program will announce that the software belongs to that person, creating a friendly link between child and machine. Then it's on to the main screen and you're away!

Along the left hand side lie all the options, and the bottom strip of the screen contains all the sub-options for each item. Clicking on an option, for example the brush icon, brings up a bank at the bottom of the screen displaying all the brushes available. This strip can be spread over eight segments, displayed in rotation by clicking on a small arrow on the right hand edge of the strip. This is how all drawing functions are selected, using the left mouse button. The right mouse button comes into play when using the menu bar at the top of the screen, and as that is only used when loading, saving or altering some part of the program (display language, preferences, etc.), the right button isn't used very often, making the program even easier to get into.

WYSIWYG

The main drawing area itself is smaller than a standard screen by about 32 pixels in each direction. Although this creates a non-standard screen size, it does mean that the entire picture is displayed at all times, making this a true WYSIWYG (What You See Is What You Get) package.

WHO ON EARTH...?

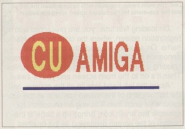
John Jones-Steele should be a familiar name to most of you by now. One of the longest running Amiga programmers, perhaps John's most famous work was *Terrarium* for Mirrorsoft – famous purely because it looked incredible and then never came out. John was also a director of the sadly defunct Goliath Games, and did primary coding on both *Tracksuit Manager* and *World Championship Boxing Manager*. Since then, he's written *D/Generation* for Mindscape, *Super Space Invaders* for Domark and a number of other games. He now heads his own development company, Abersoft (so called because he lives and works in Aberystwyth, West Wales) and is putting the finishing touches to *Sim Life* for Mindscape, which will be available on the A1200/A4000 in the next couple of months.

The standard options are, as ever, freehand draw, line draw, box draw, ellipse draw, erase, undo and fill. Other options include an interesting selection of brushes, talking text, a variety of screen wipes and a plethora of pen styles, the likes of which have never been seen before. Sure, you have pens of different widths, and a selection of shades, but what about ones that emulate a leaking pen, that occasionally spurts large circles of ink onto the page? Or a pen that leaves a jagged line, making it impossible to draw straight?

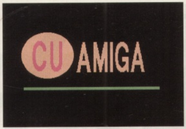
Other pen and brush types include a trail of pie charts of different values, small coloured dots, a trail of letters, a dot-to-dot pen that leaves numbered spots on the screen rather than a line, a drippy paint brush, where the paint runs down the screen and even a pen that creates geometric shapes – the sort of thing you used to make with a Spirograph if you were (a) unlucky enough to be expected to play with one and, (b) could never figure out how to use it properly. If trees are your thing, one click with the fractal tree pen and you've got a complete tree ready to be coloured and given foliage.

CLIP ART

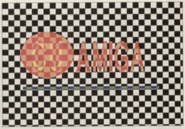
For those of you who would rather paste a picture together than start one from scratch, *Kid Pix* contains a clip art bank containing everything from



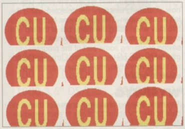
Here we have a simple CU Logo, created using the in-built text. What a perfect vehicle for showing you some of the mixing effects *Kid Pix* contains.



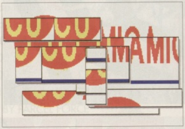
With one click you can invert all the colours on the screen, and another click takes you back again.



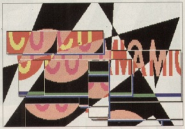
This checkerboard effect also reverses the colours, and can be returned to normal with a single click.



This broken jigsaw effect is done by clicking on the screen. Every time you click, a new 'piece' appears.



If you want to do something a little more along the lines of modern art, why not tessalate your picture?

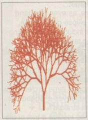


This effect is called 'Shatter', and it isn't hard to see why!

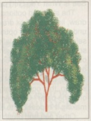
tigers to trains, which can be lifted and stamped wherever you want, at three different sizes, and can be used either for the finishing touches or just for inspiration.

Editing a picture couldn't be easier. By clicking on the Moving Van icon, you can draw a box around an area of the screen, and then lift it or copy it to memory. That new block can be manipulated and replaced anywhere, saving you a lot of time and effort when tailoring your picture.

There are also a bundle of full screen effects that can be called in to add that final bit of sparkle to your artwork. You can invert all the colours with a single click, or add a checked background to the whole piece, even tessalate it or split it into strips so that it resembles a venetian blind!



The fractal tree brush draws complete tree systems at random, so you never get the same one twice.



A few strokes with an air-brush, and you take your tree from winter to summer!

JARGON BUSTERS

- *WYSIWYG* – What You See Is What You Get. An acronym for packages which display on screen exactly what you will get if you were to print out a picture or text.
- *Fractal* – This is the name generally given to 'realistic' natural or abstract images generated by the interaction of simple mathematical equations.
- *Doodle* – A piece of art created entirely for the therapeutic value intrinsic to its construction.

JARGON BUSTERS

ISN'T IT SAD?

Isn't it depressing when you have to clear the screen and start again? It doesn't matter whether you've spent five minutes or five hours on the piece, it's still an annoying thing to have to do. To help ease your frustration, *Kid Pix* has a number of unusual effects used to clear the screen. There's a stick of dynamite you can lob at the screen that blows everything off, or you could call upon a black hole to suck the screen clean. The most unusual option, though, is the hidden picture. When this is selected, using the eraser to wipe the screen causes another image to appear, just like brass rubbing. When you've wiped the screen completely, you have a nice black and white picture to colour in. Isn't that nice?

'OH NO!'

One of the most interesting things about this package is the use of samples. Obviously the whole thing has been written to be as appealing to kids as possible, and what you end up with is a cross between *Deluxe Paint* and Sesame Street. Click on 'Undo' and a voice will say 'Oops' or 'Oh No!' before removing the offending mistake. Click on the text option, and the name of each letter will be said as you stamp it down, in the chosen language (selected from a menu of six different tonges, including Spanish and German). Even the pens make scratching noises as they are dragged across the page!

CONCLUSION

The big question here, of course, is how easy is it to use? If you can use a mouse, you can use this package, with ease. I know I'm a little too old for it, but I was up and running with it inside about three minutes from loading, without reference to the manual. The control method, only employing the left button for all tasks, is faultless and stops children from selecting options from the menu bar by accident. The menus are clearly laid out, and everything is where you would expect it to be. I can't see any children having difficulty with this, and as there are examples of artwork in the manual from kids as young as three years old, that statement reaches right down in the age range.

I wish I had had *Kid Pix* when I was young. It's an extremely versatile tool, and one that younger children will really enjoy. It's 'messy' enough to keep you entertained even if all you want to do is doodle, but with the capacity to really work for something impressive when you want to. A superb package, and one that parents shouldn't be without.

ELECTRONIC ARTS £299

A500 ☑ A500+ ☑ A600 ☑ A1200 ☑
A1500 ☑ A2000 ☑ A3000 ☑ A4000 ☑

ELECTRONIC ARTS, LANGLEY BUSINESS CENTRE, 11-49 STATION ROAD, LANGLEY, NR SLOUGH, BERKS SL3 8YN. TEL: 0753 549442

EASE OF USE 0◆◆◆◆◆◆◆◆◆◇ 9
Well, it is designed for kids, but even Dan could use it, so it must be pretty easy.

VALUE FOR MONEY 0◆◆◆◆◆◆◆◆◇◇ 8
A paint package like this can keep children interactively and usefully entertained for ages, so it's well worth the price.

EFFECTIVENESS 0◆◆◆◆◆◆◆◆◆◇ 9
Has some features that are every bit as powerful as the latest paint packages for serious artists.

FLEXIBILITY 0◆◆◆◆◆◆◆◆◆◇ 9
It has the ease of use to be a tool for scribbling with, but powerful functions should you wish to create an epic.

INNOVATION 0◆◆◆◆◆◆◆◆◆◇ 9
Linking sound effects to the operations makes the whole process more enjoyable for small children.

> *Flexible, fun and fascinating entertainment for the pre-teens. A well thought out product*

OVERALL 90%

SAVE £50! OFF PREVIOUS SILICA PRICE OF £299
Commodore
CARTOON CLASSICS
DPAINT III
A500 'PLUS' MODEL
INCLUDES BUILT-IN 18-KEY NUMERIC KEYPAD

FREE! ZOOL SOFTWARE PACK

ZOOL
STRIKER
TRANSWRITE
PINBALL DREAMS
PLUS! GFA BASIC AND PHOTON PAINT 2.0

TOTAL VALUE: £267.87

WITH THE AMIGA 500

AMIGA 500

CARTOON CLASSICS

PACK INCLUDES:

● 1Mb AMIGA 500 PLUS	£399.99
● BUILT-IN 1Mb DRIVE	FREE
● A520 TV MODULATOR	FREE
● THE SIMPSONS	£24.99
● CAPTAIN PLANET & THE PLANETEERS	£25.99
● LEMMINGS	£25.99
● DELUXE PAINT II	£79.99
PLUS! FREE FROM SILICA:	
● ZOOL PACK	£127.92
● PHOTON PAINT v2.0	£89.95
● GFA BASIC v3.5	£50.00
PACK VALUE:	**£844.82**
PACK SAVING:	£575.82
SILICA PRICE:	**£249.00**

SALE!

We are pleased to offer the original 1Mb Amiga 500 Plus (Kickstart/Workbench v2.04), including a built-in 18-key numeric keypad and Cartoon Classics software at a new low sale price of only £249. The Amiga 500 Plus can be upgraded, using any of the hundreds of peripherals that are now available, which include the award winning GVP range. In addition to the 1Mb version of the Cartoon Classics pack at only £249, we are pleased to offer a specially upgraded version with 2Mb RAM for only £279. And, when you buy an Amiga 500 Cartoon Classics Pack from Silica (1Mb or 2Mb version), we will give you a ZOOL PACK plus GFA BASIC and PHOTON PAINT II worth over £267, absolutely FREE!

1Mb A500 PLUS CARTOON CLASSICS

£249

INC VAT - Ref: AMC 0592

2Mb RAM VERSION **£279** INC VAT AMC 0592 + RAM 0592

RETURN THE COUPON FOR YOUR FREE COPY OF SILICA's NEW 64PAGE AMIGA CATALOGUE!

CDTV MULTIMEDIA SYSTEM

CDTV™ INTERACTIVE MULTIMEDIA

- Easy to use home entertainment system
- Infrared Remote Control
- Sleek black design
- Keyboard, disk drive and mouse included
- Based on the best selling Amiga computer
- Plays CD audio discs
- Compatible with CD+G & CD+MIDI formats
- Over 100 CDTV titles available
- Compatible with 100s of Amiga programs
- Fred Fish CDPD is a 'collection' of 660 disks of public domain software. It includes utilities, applications, games and tools.

MONITOR OPTIONAL EXTRA

A complete CDTV environment. With keyboard and disk drive it is fully software compatible with the Amiga 500, and able to run all Amiga games and application software. £50 of CDTV software vouchers PLUS Sim City (worth £29.99) are included *FREE* with every CDTV Multimedia System from Silica.

CDTV Player	£399.99
CDTV Keyboard	£49.99
CDTV Disk Drive	£99.99
Fred Fish CDPD	£19.99
Sim City	£29.99
Software Vouchers	£50.00
Total Pack Value:	**£649.95**
Less Pack Saving:	£150.95
Silica Price:	**£499.00**

FREE! FROM SILICA with the CDTV Multimedia System **SIM CITY** ENHANCED CD VERSION + **£50 of CDTV SOFTWARE VOUCHERS** WORTH NEARLY **£80**

£499

Ref: CCD 1250

AMIGA CDTV SALE!

£100 OFF RRP!
£50 OF VOUCHERS!
FREE SIM CITY
AMIGA
A570

FREE! FROM SILICA with the A570 **SIM CITY** ENHANCED CD VERSION + **£50 of CDTV SOFTWARE VOUCHERS** WORTH NEARLY **£80**

The A570 is an essential add-on for your Amiga 500. CD-ROM is set to replace disks as the standard format for games and serious titles in the not too distant future. Most software companies have already announced plans to release CD versions of their software!

The sheer storage size of a CD (600 disks) means that using CD software is faster, graphics are enhanced and game play is increased with bigger levels, more complex problems to solve and larger areas to explore! And, being compatible with audio CDs, the sound quality from CD games is unrivalled! Sim City for instance has over 10Mb of data for its graphics alone and has music recorded in a studio! Silica's special sale price of £249 means that there is no better time to buy the A570 and, with the award winning Sim City included FREE with every A570 from Silica Systems, there's no better place to buy it from!

CDTV AMIGA A570 ADD-ON FOR AMIGA 500 OWNERS

- Enables your Amiga to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Internal RAM expansion option (Coming Soon)
- Internal hard drive option (Coming Soon)
- Compatible with CD + G and CD + MIDI formats
- Transfer time 153Kb/second
- Compatible with CD-ROM industry standard ISO9660
- Comes with Fred Fish CDPD collection + Sim City FREE from Silica

Note: 1Mb of Chip RAM/FAT Agnus is required for full compatibility with all CDTV software. Silica offer an upgrade service. Please call and quote REA 1000.

SAVE £100! OFF NORMAL RRP OF £349

£249

Ref: CCD 0588

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

110193-1600

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA	Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening	**Tel: 0702 468039** Fax No: 0702 462363

To: Silica Systems, CMUSR-0393-100, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 100A

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

indi DIRECT MAIL

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you feel tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESALES
Tel 0606 43860 Fax 0606 43825

DESPATCH

All orders received by 6pm Monday to Friday are despatched that day for next day delivery using our national carrier — Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver a card will be left at your home giving you a contact telephone number to arrange a convenient re-delivery.

Delivery queries can be resolved immediately using our on-line computer.

All orders are despatched on a next working day delivery basis. Cheque orders are despatched immediately on cheque clearance, usually 5 working days from receipt. A delivery charge of £5.00 is made per item unless otherwise stated.

WE ALSO ACCEPT B.F.P.O. ORDERS (DUTY FREE). CARRIAGE CHARGED AT UK POSTAL RATES.

AMIGA A1200

ALL NEW 32-BIT AMIGA
INDI VALUE ADDED FREE

The latest, the ultimate, the best home computer available. 16.8 million colours, superfast processor, superb stereo sound, lightning speed – the all new Amiga 1200 has them all. Marvel at the ease with which the Amiga 1200 and its amazing 32-bit processing power devours the most demanding software. At this price the A1200 has no equal – forget the rest, it's definitely the best!

1200 STANDARD FEATURES
• 68020 Processor • PCMCIA Slot • 2Mb Chip RAM 3.5" Internal Floppy • AA Chipset • Built-in TV modulator • Alpha-numeric keypad • Free 12 Months At-Home Maintenance

INDI VALUE ADDED FREE
• 3 Superb Games • International Sports Challenge • The Cool Croc • Paradroid 90 • Zapsac and Zappo T-Shirt.

A1200HD Indi are now able to provide official Commodore recommended 60/80Meg Hard Drive versions of the A1200 with official installation disks and approved warranty. Ring for prices. Other dealers may not be offering approved A1200 HD product and are therefore infringing Commodore copyright and on-site warranty.

INDI PRICE £379.99

AMIGA RECOMMENDED PERIPHERALS & ACCESSORIES

AMIGA 1084S/T COLOUR/STEREO MONITOR Commodores original and best selling colour/stereo monitor is fully compatible with all Amiga computers. This latest model now features the new 'Swivel' and 'Tilt' stand for total ease of use. Without doubt the best value for money monitor available. **INDI PRICE £189.99**
If purchased with A600/A1200 **INDI PRICE £179.99**

ZAPPO EXTERNAL 3.5" DRIVE A high quality external 3.5" drive for use with A500/A500+/A600A/A1200. Exceptional value for money product.
INDI PRICE £44.99

COMMODORE MPS 1270 INK JET PRINTER Commodores own ink jet printer. Whisper quiet yet prints at an amazing 160CPS. Possibly the best value ink jet available on the market. Especially at this price!!! **INDI PRICE £99.99**
(A500/A500+/A600/A1200/C64 compatible)

A600/A1200 SMART CARDS Credit card style RAM card utilising A600/A1200 PCMCIA slot.
2Mb SMART CARD £129.99
4Mb SMART CARD £199.99
Comes with lifetime Guarantee.

ZAPPO 601 RAM UPGRADES (A600)
ZAPPO 601 NC-512K RAM Upgrade no clock
£29.99
ZAPPO 601 C-1Mb RAM Upgrade with clock
£49.99

A570 EXTERNAL CD DRIVE CD Drive for A500/A500+ (includes Free Hutchinsons Encyclopeadia and Lemmmings)
INDI PRICE £319.99

MICROBOTICS MBX1200 FLOATING POINT AND 32-BIT WIDE MEMORY EXPANSION FOR THE NEW AMIGA 1200
The MBX1200 is offered to Amiga 1200 owners as a cost effective, high quality upgrade solution to provide a Motorola 68881/68882 floating point unit and to support the installation of up to eight megabytes of 32bit wide Amiga FastRAM. Speeds up FPU operations by as much as 55 times that of the native A1200. MBX1200 permits the A1200 user to realise the full potential of his system and software.
INDI PRICE Basic Co-Processor **£199.99**
4 Meg **£299.99** 8 Meg **£399.99**

3 Top quality **JOYSTICKS** recommended for use with any Amiga product
PYTHON 1 RRP £14.99
INDI PRICE £9.99
MAVRICK Arcade style/microswitched joystick
£12.99
AVIATOR Flight sim etc **£22.99**

PANASONIC KXP2180
9 pin colour dot matrix printer with free Wordworth (RRP £129.99) See facing page for full details) **£199.99**

PANASONIC KXP2123
24 pin colour dot matrix printer with free Wordworth (RRP £129.99) See facing page for full details. **£239.99**

PANASONIC KXP4410
Laser Printer with free Wordworth (RRP £129.99) See facing page for full details.
INDI PRICE £499.99

PANASONIC KXP4430
Laser Printer with free Wordworth (RRP £129.99) See facing page for full details.
INDI PRICE £799.99

MULTISTART II ROMSHARER + 1.3 ROM
Enables use of Kickstart V2.0 and V1.3 ROMs. Giving access to older software that doesn't work under new operating system. Easy to install. Compatible with A500/A500+/A600
INDI PRICE £44.99

ROCTEC GENLOCK
Cost effective video overlay for all Amigas.
INDI PRICE £69.99

GUARANTEE OF QUALITY

AMIGA A600 THE WILD, THE WEIRD AND THE WICKED PACK

12 MONTHS AT HOME SERVICE
INDI VALUE ADDED FREE

- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £319.99

Once again Commodore have put together a winning theme pack to complement the already popular Amiga A600. The Wild, the Weird and the Wicked Pack is an ideal starter pack containing a considered mix of software making the most of the Amiga's amazing capabilities.
To make this pack a perfect gift INDI have added a further four award winning games and a staggering list of valuable extras at amazing prices.

PACK AS STANDARD CONTAINS
- Amiga A600 single drive
- Built in TV Modulator
- 1Mb memory
- Push Over • Silly Putty
- Grand Prix • Deluxe Paint II
- Mouse and Manuals

INDI VALUE ADDED
- Micro Switch Joystick
- Lockable Disk Box
- Disk Wallet
- 10 Blank Disks
- Kick off 2 • Pipemania
- Space Ace • Populous
- Zapsac Carry Case
- Zappo T-shirt

A600 HD EPIC PACK
Pack includes Epic, Rome, My
Trivial Pursuits, Amiga Text,
DeluxePaint III.
1.5Mb RAM, 20Mb HARD
INDI A600 VALUE ADDE
PACK (As Wild, Weird, Wick

INDI PRICE £419.9

Panasonic *Quiet* *Colour Printing*

We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price. We found the perfect printer in the Panasonic KX-P2180 + KX-P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX-P2180

***WORDWORTH COMPLETELY FREE! WITH PANASONIC QUIET PRINTERS** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).

NORMAL RRP £129.99 inc. vat

INDI PRICE

£199.99

The new Panasonic KX-P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBA sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** for total peace of mind.

Panasonic KX-P2123

INDI PRICE

£239.99

The new high performance Panasonic KX-P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46kBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTERS

KXP-4410 LASER PRINTER

KXP-4430 LASER PRINTER

WORDWORTH COMPLETELY FREE! WITH PANASONIC LASER PRINTERS The writers' choice. The ultimate word processor for AMIGA computers. NORMAL RRP £129.99 inc. VAT

Once again Indi have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at very affordable prices. We are also giving away a free copy of Wordworth with every Panasonic Laser Printer purchased (RRP 129.99). Whether you're looking for a laser printer to handle word processing, DTP, presentation or complex graphics applications – the Panasonic range offers you the power to meet your requirements.

KXP-4410

- 5 pages per minute
- 28 resident fonts
- Optional 2nd input bin (total printer capacity 2×200 sheets)
- Low running costs
- Parallel interface
- Optional memory expansion to 4.5Mb (0.5Mb as standard)
- HP Laserjet II Emulation

RRP £992.00

INDI PRICE

£499.99 inc. VAT

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

KXP-4430

- Satinprint (optimum resolution technology)*
- 5 pages per minute
- HP Laserjet III Emulation, PCL 5
- 8 scalable fonts & 28 bitmap functions
- Optional 2nd input bin (total printer capacity 2×200 sheets)
- Optional memory expansion to 5.0Mb (1Mb as standard)

RRP £1286.00

INDI PRICE

£799.99 inc. VAT

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size and position).

Panasonic PRINTER ACCESSORIES

1) PANASONIC AUTOMATIC SHEET FEEDER
Automatic Sheet Feeder for KXP2180/KXP2123 holds 80 A4 sheets. **INDI PRICE £89.99**

2) PRINTER DUST COVER
Specially tailored quality dust cover for Panasonic KXP2180/KXP2123 printer. **INDI PRICE £8.99**

3) PRINTER STAND
2 piece printer stand. **INDI PRICE £9.99**

4) PAPER PACK
500 sheets quality A4 paper. **INDI PRICE £9.99**

5) PARALLEL PRINTER CABLE
To be used when connecting Amiga to Panasonic Printer. **INDI PRICE £8.99** (£5.99 if purchased with printer)

6) PANASONIC COLOUR RIBBON
Colour ribbon for KXP2180/KXP2123. **INDI PRICE £18.99**

7) PANASONIC BLACK RIBBON
Black ribbon for KXP2180/KXP2123. **INDI PRICE £9.99**

SAVE ££££'s ON THE FOLLOWING ACCESSORY PACKS

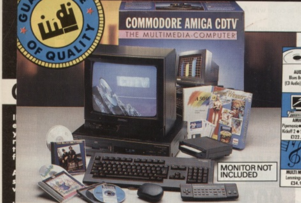
PACK 1
PANASONIC COLOUR RIBBON PACK
Contains 6 colour ribbons for KXP2180/KXP2123. RRP £119.99 **INDI PRICE £89.99** SAVE £30.00!!!

PACK 2
PANASONIC RIBBON PACK
Contains 2 black and 4 colour ribbons for KXP2180/KXP2123. RRP £99.99 **INDI PRICE £69.99** SAVE £30.00!!!

PACK 3
PANASONIC DELUXE ACCESSORY PACK
Contents = Automatic Sheet Feeder, 2× black ribbons, 2× colour ribbons, 1× dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99** SAVE £30.00!!!

Add £2.50 carriage to all printer accessories or combinations thereof.

AMIGA CDTV THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM



The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER – Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.
IT'S AN AMIGA – Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.
IT'S A MULTIMEDIA SYSTEM – Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds — truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopedia fits onto 1 disc. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

PACK CONTENTS AS STANDARD • Amiga CDTV Player • CDTV keyboard • CDTV 1411 3.5" Disc Drive • CDTV Infra red remote controller • CDTV wired mouse • CDTV Welcome Disc • Manuals • Fred Fish CDTV **INDI VALUE ADDED FREE** • Lemmings CDTV (£34.99) • Blues Brothers (£12.99) • Pipemania, Populous, Kickoff 2, Space Ace (£122.52)

CDTV CONNECTS DIRECTLY TO YOUR TV SET

INDI PRICE
£469.99

AMIGA CDTV SOFTWARE

ARTS AND LEISURE	
Advanced Military Systems	£29.99
Women in Motion	£29.99
Guinness Disc of Records	£34.99
Animals in Motion	£29.99
Connoisseur Fine Arts	£34.99
Fruits & Vegetables	£34.99
Trees & Shrubs	£34.99
Garden Plants	£34.99
Indoor Plants	£34.99
EDUCATION	
Fun School — Under 5's	£24.99
A Long Hard Day at the Ranch	£34.99
A Bun for Barney	£29.99
Cinderella	£39.99
Fun School for 5 to 7	£24.99
Fun School for over 7's	£24.99
Heather Hits Her First Home Run	£34.99
LTV-English as a 2nd Language	£34.99
Mind Run	£29.99
Mud Puddle	£34.99
My Paint	£29.99
North Polar Expedition	£49.99
Paper Bag Princess	£34.99
Scary Poems for Rotten Kids	£39.99
Tale of Benjamin Bunny	£39.99
Tale of Peter Rabbit	£39.99
Thomas' Snowsuit	£34.99
Moving Gives Me Stomach Ache	£34.99
Barney Bear Goes Camping	£29.99
Asterix English for French I	£34.99
Japan World (PAL)	£49.99
NASA, the 25th Year	£19.99
Fractal Universe	£34.99
ENTERTAINMENT	
Battlechess	£39.99
Battle Storm	£29.99
All Dogs to Heaven: Electric Crayon	£34.99
Ultimate Basketball	£29.99
Classic Board Games	£34.99
Dinosaurs for Hire	£14.99
Hound of the Baskervilles	£29.99
Psycho Killer	£29.99
Sherlock Holmes, Consulting Detective	£39.99
Sim City	£29.99
Trivial Pursuit (PAL)	£49.99
Wrath of the Demon	£29.99
Team Yankee	£34.99
Raffles	£34.99
Prehistorik	£34.99
Snoopy (PAL)	£34.99
Town with No Name	£29.99
Lemmings	£34.99
European Space Simulator	£34.99
Fantastic Voyage	£34.99
Global Chaos	£29.99
Turrican II	£29.99
Guy Spy	£29.99
Cover Girl Poker	£24.99
MUSIC	
Music Maker	£34.99
Remix	£29.99
Karaoke Fun Hits I	£14.99
Voicemaster + Microphone	£39.99
Voice FX	£19.99
REFERENCE	
American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£29.99
Illustrated Holy Bible	£29.99
New Basics Electronic Cookbook	£39.99
Timetable of Business	£39.99
Timetable of Science	£39.99
World Vista Atlas	£54.99
Dr. Wellman	£54.99

prices include carriage

AMIGA CDTV ACCESSORIES

THE BRICK-ETTE Just plug in the Brick-ette and use any wired Amiga compatible joystick, mouse or trackball device on the Commodore CDTV. The built-in 8 bit Micro Processor gives the Brick-ette big smarts in a tiny package and makes it easy to use just plug into the remote port and it is ready to go with real time mouse or joystick movement on your CDTV. No loading of driver programs or software. No switches for mouse or joystick. Special settings (with mouse) allow you to blast away with three rapid fire modes & dual fire buttons. Comes complete with Python Micro Switched Joystick.

INDI EXCLUSIVE £49.99
With two Joysticks **£59.99**

BLACK 1084S MONITOR
At last the CDTV Monitor you have been waiting for. The original and best selling colour/stereo monitor from Commodore is now available in black to complement your CDTV.
INDI PRICE £189.99
(or £179.99 when purchased with CDTV Multi-Media pack).

If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R:

CDTV Encore SCSI Controller + Internal Mount Kit	£109.99
CDTV Internal Genlock	£149.99
Black 1084S Colour Stereo Monitor	£189.99
(When purchased with CDTV Multi-Media Pack)	£179.99
CDTV Remote Mouse	£49.99
Scart TV/Monitor Lead (inc. Stereo Phono Lead)	£14.99
Megachip – 1Mb Upgrade ChipRAM Upgrade for CDTV	£159.99
CDTV External 3.5" Floppy Drive	£49.99

AMIGA CDTV EXTERNAL HARD DISK DRIVE You've got the CDTV, you've got the keyboard and floppy disk drive – for a total computer solution all that's needed is an ultra-fast hard disk drive.
The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

INDI PRICE
£269.99

AVE £££'s
n this offer

PROFESSIONAL AMIGA

EXCLUSIVE!

The A1500 is the ultimate home computer for the whole family and is designed to cover every computing requirement.
INDI are able to offer you exclusive deals on this outstanding product in various configurations and bundles.
All configurations come complete with the following software and accessories:-

FEATURES:

- Fully functional keyboard with numeric pad separate from CPU
- Includes 2×3½" disk drives as standard with 5¼" Disk Bay.
- Integral memory and card expansion capabilities (most cost effective expansion route)
- Work bench 2.00 and Kickstart 2.04.

CONTENTS:

- Keyboard, mouse, reference manual, Puzznic, Toki, Elf (Games), D Paint III (Graphics Package), Home Accounts, The Works (Platinum edition: Wordpro, Spreadsheet, Database) Joystick

AMIGA A1500 FEATURED (see photograph above) • 52 Mb SCSI Hard Disk • Pack now includes 1084ST Monitor & Panasonic KX-P2123 24 pin colour printer.

INCLUDED FREE Amiga Vision and Wordworth Worth £229.99

Other 1500 configs available at very competitive prices. Phone for details.

£1159.99

4 BIT
RAPHIC
YSTEM

OPAL VISION 24 BIT GRAPHIC SYSTEM FOR THE AMIGA 1500/2000/3000/4000. If you have an Amiga (1500/2000/3000/4000) you must have OpalVision with the ability to turn your system into a tailor-made 24 bit workstation, complete with Genlock, Frame Grabber, Chroma Key, Flicker Fixer, Pip, True 24 bit Double Buffered Display, Video Switcher, Broadcast Resolution and of course the unique DVEs, the Opal is quite simply the only choice for any 24 bit all rounder, who needs a system that will grow with your imagination and needs. Quite simply, it's a spectacular product. Contents: Opal Board, Opal Paint – 24 bit graphic creation tool, Opal presents – powerful presentation package, Opal Vision Hotkey – controls and manages OpalVision and Amiga Graphics, Opal Animate – animation software package, King of Karate – the world's first 24 bit graphics computer game. **INDI PRICE £599.00**

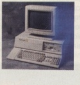
COMMODORE 1960 MULTI-SYNC MONITOR A 14" high resolution monitor for use with A1500/A2000/A3000/A4000.
INDI PRICE £369.99 OR **£351.99**
IF PURCHASED WITH A3000/A4000.

Note: Monitor is not included with any of these systems.

AMIGA 3000 25/52Mb The Amiga 3000 features the powerful Motorola 68030 processor running at 25Mhz. Complete with 52Mb SCSI Hard Drive (Single drive with no HD available) and 2Mb system RAM (6Mb Option Available). FREE AMIGA VISION SOFTWARE.
INDI PRICE £1229.99

AMIGA 3000 – PC SYSTEM (386SX-25) The Amiga and PC hard drive system offering high performance PC386SX-25Mhz industry standard computing and the true multi-tasking performance of the Amiga, all in one box. Run the PC or the Amiga and transfer files between both operating systems. In addition to the standard Amiga 3000 specification, the Amiga 3000-PC system features 386SX processor running at 25Mhz with 1Mb of PC memory and DOS 5.
INDI PRICE £1449.99

NEW! AMIGA 4000 040/120Mb The new flagship Amiga featuring the new AGA (AA) Graphics chip set with ultra high resolution and a pallette of 16.8 million colours. The heart of the Amiga 4000 is the new Motorola 68040 (Not EC Chip) processor running at a breathe taking 25Mhz. Complete with 120Mb hard drive and 6Mb of 32-Bit RAM (Additional Memory available).
INDI PRICE £2095.99



BODEGA BAY SYSTEM

Expansion System. (Turns your A500/A500+ into A1500). The Bodega Bay fits into the side expansion slot of your A500/A500+ and provides 4×2000 style expansion slots. The Bodega Bay also has enough space for two half height 5.25" drives and one 3.5" drive. Comes complete with a high capacity internal power supply and cooling fan.
INDI PRICE ONLY £79.99 (While stocks last)

SOUND/VISION/ANIMATION
ROMBO PRODUCTS NOW AVAILABLE FROM INDI

MEGAMIX is a low cost, high spec digital effects cartridge that plugs into the printer port of your Amiga. This allows you to sample or record stereo sound from almost any musical source. Special effects can be added in real time, perfect for the up and coming singer/musician/producer who wants that professional sound at home. You will find Megamix masters performance and its ease of use is unrivalled, just plug in and go...

INDI PRICE £29.99

VIDI AMIGA 12 is the ultimate low cost colour digitiser for your Amiga. There are no filters and no separate RGB Splitter. Colour images can be captured in less than a second, mono images are grabbed in real time. No other image capture system offers this level of specification for the price.

'The best value full colour digitiser on the market' Amiga Format

INDI PRICE £75.99

TAKE 2 is a must for computer artists and enthusiasts of any age. It will cater for both amateur and professional applications. So get the most out of your computer and open up your imagination to Take 2. As used in Rolf Harris Cartoon Club.

INDI PRICE £37.99

TEL: 0606 43860 · FAX: 0606 43825

indi
DIRECT MAIL

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 month at home service/repair guarantee (where indicated).
In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.
If you own an AMIGA 1500 or 3000 and would like to expand its hard disk or memory capability or add any other peripheral INDI can offer you a complete door to door configuration service together with an additional 12 months Back to INDI warranty. Why not ask for a quote?

Products advertised represent a small sample of our instock range. A complete price list is available on request.

All products purchased come with a complete list of all products available from INDI with special customer loyalty offers.

AS PART OF OUR POLICY OF CONTINUAL PRODUCT DEVELOPMENT AND REFINEMENT, WE RESERVE THE RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING.

PRICES ARE VALID FOR MONTH OF PUBLICATION ONLY

HOW TO ORDER

BY POST — simply fill in the coupon below.
BY PHONE — ring 0606 43860 where your call will be answered by one of our INDI sales team. After 6.00pm each day your call will be answered by answerphone. If you would like to place an order have all details at hand including Credit Card. The message will guide you through your order.

SEND YOUR ORDER TO:
INDI DIRECT MAIL
FIRST FLOOR OFFICES,
85 WITTON STREET,
NORTHWICH
CHESHIRE CW9 5DW

CU 0293

Please send.....................
Price .... + Delivery
I enclose cheque/PO for £.......
or charge my Access/Visa No.
....
Expiry date /
Signature.........................
Send to Name....................
Address...........................
....
Daytime Tel.......................
Postcode..........................

BACK T

Dragged kicking and screaming from the sand pit, Steve Prizeman looks at the current state of educational software.

THE SHOE PEOPLE

First Class £9.99

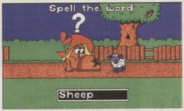
Recently re-released as a budget title by Gremlin Graphics, *The Shoe People* is based on the 'award winning cartoon series' – which I freely admit to never having heard of. If your four to six year-olds are fans, however, and even if they're not, they are sure to enjoy this varied package of activities.

Geared towards meeting the guidelines of the now ubiquitous National Curriculum, *The Shoe People* contains five games and a simple drawing and colouring program. In the drawing section, kids can even save their drawings to disk, print them (if your printer's up to it, of course), or print out the selection of line drawings included for old-fashioned felt-tip and crayon style colouring-in.

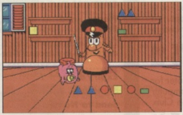
The games all feature Shoe People, like Trampy, PC Boot, Wellington, Baby Bootee, and Sergeant Major. They help introduce kids to the basics of English, maths, shapes and patterns through a series of tasks such as associating words with objects, spelling those words, differentiating between upper and lower case letters, arranging similar blocks in groups, and solving simple anagrams. Different levels of difficulty are available for each game, allowing a clear path of development for a child to follow.

As the game is aimed at such young children, Clever Clogs (Shoe Town's Educational Adviser), makes no bones about recommending that 'grown-ups' go through the games together with the kiddies in their charge. That shouldn't be too hard a task: the pleasing graphics, amusing little animations, good music and sound effects make this a highly entertaining package. This pleasingly presented software, giving excellent value for money, is an easy-to-use introduction to both computers and the basic skills necessary at infants' school. *The Shoe People* – educational software with sole (Groan!).

88%



Don't be sheepish – get spelling, Trampy!



Military precision is required to satisfy Sergeant Major when the coloured blocks are rearranged

PAINT POT 2

Kids' Academy £19.99

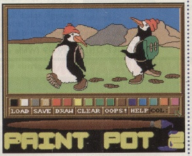
As an art package aimed specifically at children, *Paint Pot 2* may be seen as falling midway between the drawing elements of *The Shoe People* and more sophisticated art programs, like *Deluxe Paint*. Unfortunately, its price and comparatively limited range of functions prevent it from being an adequate competitor to either.

Aimed at four to ten year-olds, *Paint Pot 2* allows the user to draw pictures freehand, and take the short cuts offered by line, box, circle, and ellipse drawing tools. *Paint Pot 2* is, in fact, as much a colouring-in program as a drawing one – it comes with about 20 line drawings ready for loading and filling-in. The colouring is an easy process thanks to the fill tool which is also available. A total of 16 colours may be used to construct any particular painting, and the tones of each may be varied, allowing the potential for a far larger number of colours to be used (although still no more than 16 for each drawing, of course). The pictures can also be saved, and printed.

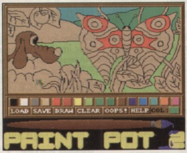
The main tune and sound effects are comepetent and the presentation is appealing, but this program's only real plus is its ease of use. Apart from that it has less to offer than other programs for kids

If your child has any even vaguely serious intentions of drawing on a computer, you would be better off buying *DPaint I* or *II* and spending half an hour explaining the main points to them.

50%



The Kids' Academy range is produced in association with Penguin biscuits, so p...p...p...pick up a paintbrush!



One of the many line drawings supplied, partially coloured-in.

10 OUT OF 10 ENGLISH

10 out of 10 £25.95

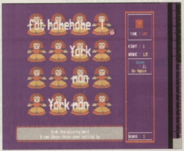
Meeting the demands of the National Curriculum, whilst retaining emphasis upon the more traditional elements of English language teaching, is the aim of this game-centred package.

Unusually, perhaps, this product is not aimed at a highly specific age range, instead, it is ability-based, with the level of difficulty of the puzzles embracing junior school standard as well as that of kids preparing for their GCSEs. The six games test the user in ways that will undoubtedly stretch most people's literacy skills: spelling, identifying collective nouns, spotting missing words or letters, matching rhyming words, and so on, form the content of the puzzles on offer. It is even possible for intrepid parents or teachers to write new questions for one of the games, enabling them to customise it to stress what they consider to be the most important points for the child player to learn. The leaflet accompanying the game makes it clear that the program aims to cover the long-familiar elements of language teaching, including punctuation, verbs, adjectives, nouns, sound patterns and figures of speech.

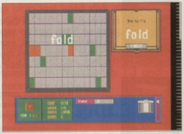
The games will appeal to kids who are devotees of crosswords, and word search puzzles rather than the usual platformer fare, but quick reactions are still necessary to impress the scoring system in many of them.

Graphically unexciting and with unremarkable sound, this product nevertheless remains an interesting attempt to put vocabulary and grammar in a computer game context.

72%



Grab the missing word, which fits a well-known phrase or saying. Nursery rhyme knowledge is necessary to succeed at this game.



Fit the word. A challenging word-grid game from 10 out of 10.

O SCHOOL

PART 2

ADI JUNIOR COUNTING

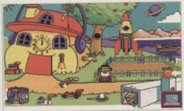
Europress Software £25.99

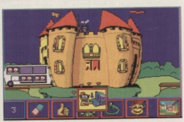
Fronted by ADI Junior, the sprightly little cousin of ADI (mentioned elsewhere in this feature), this package targets the basic mathematical skills of two younger age groups – four to five year-olds and the six to sevens. The colourful menu screen, through which all the aspects of the program are accessed, is actually an animated picture. Practically all the objects shown respond in one way or another when clicked on with the mouse, enticing the user further into the program by intriguing them as to what will happen next.

With 15 activities for each of the age groups this product is aimed at, *ADI Junior Counting* gives a pleasant introduction to the basics of adding-up and taking-away. Three levels of difficulty allow the child to progress through subjects like counting objects, identifying numbers by word and figure, and painting by numbers. One of the tasks, for example, involves counting the number of sightseers who visit a castle – if the comings and goings are kept track of, an end sequence shows a knight walking round his home switching off the lights. In another part of the program, for junior counters increasing in confidence, a series of sums may be undertaken against the clock.

There are, in addition, plenty of activities to be done which are unrelated to maths – a car racing game, jigsaws, and identikit faces may all be played with. The graphics are bright and entertaining; the range of sound effects is both wide and of high quality. The voice which speaks the advice given to users when they press the Help key is exceptionally clear, albeit in a cutesy American way, which is sure to help ADI Junior give the intended impression of helpful and instructive playmate. An activity-packed program which really does make learning fun, this excellent piece of software is thoroughly recommended.

91%


A colourful interactive scene: the menu in ADI Junior Counting.



Count the callers at this historic home: they went out for the day and stayed for the knight.

ADI MATHS – 11/12 YEARS

Europress Software £25.99

If someone offered to introduce you to 'a lovable extraterrestrial who will... act as your alien tutor as well as your computer-based friend... He will always be on hand to help you with your problems, give you advice and reward you with your games', you might think they'd read Douglas Adams' Hitch-Hiker's Guide to the Galaxy once too often. This enthusiastic gushing does not come from the marketing department of the Sirius Cybernetics Corporation, however, but from Europress Software, and is about ADI, the interactive animated character who fronts its eponymous series of educational programs.

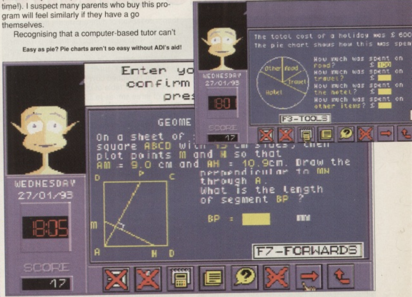
Besides being your plastic pal who's fun to be with, ADI can be a stern taskmaster, posing a wide range of mathematical problems. His tests cover key parts of the mathematical course 11 and 12 year-old children will face during that difficult first year of secondary education. Techniques of calculation, percentages, geometric constructions, symmetry, algebra, and statistics are just some of the elements included in this package, based loosely around the theme of the Seven Wonders of the World. The ADI series, designed to accompany what kids learn at school, fully covers many parts of the 'Attainment Targets' established by the new National Curriculum, and partially fulfils many more. These problems are no push-over and, believe me, it's a humbling experience to be reminded just how much mathematical knowledge you have forgotten since facing your O Levels (Don't worry – I did pass the Maths one at the time!). I suspect many parents who buy this program will feel similarly if they have a go themselves.

Recognising that a computer-based tutor can't put kids in detention, ADI has nine different games which are made available to his pupils in proportion to the number of points they score by answering questions correctly – a carrot and stick-at-it approach, you might say. ADI offers on-screen background info on the subjects he covers, and a notebook and calculator to help the resolution of problems. His usually encouraging textual comments can become angry if a pupil persistently answers a question incorrectly. The Help mode could, perhaps, have been improved for such circumstances – I did not notice ADI's advice becoming progressively detailed with repeated failure on a particular question, which I would have expected.

ADI also provides a 'mini-encyclopedia' of simple animations on a miscellany of topics children often wonder about: the origin of man, birth, the flow of blood, planets, the food chain, and volcanoes, for example. A basic atlas of Europe is also included.

In terms of the standard of graphics and sound, *ADI* does not come near the potential of the Amiga: ADI's 'whistly voice', for example, is actually an ear-piercing shriek of the sort produced for Dr Who by the BBC Radiophonic Workshop, circa 1970. Genuinely unpleasant to listen to, switch it off unless you want to scare the kids away. In terms of layout, however, each element of this icon or keyboard-controlled package is clearly explained and easy to use. Overall, it is an extensive teaching tool which will help children come to terms with difficult concepts through explanation, effort, and encouragement.

88%


The total cost of a holiday was £ 600
The pie chart shows how this was spen

How much was spent on food? £ 100
How much was spent on travel? £
How much was spent on the hotel? £
How much was spent on other items? £

Enter yo
confirm
pres

GEOME

On a sheet of
square ABCD with 15 cm sides, then
plot points M and H so that
AM = 9.0 cm and AH = 10.9cm. Draw the
perpendicular to MH
through A.
What is the length
of segment BP ?

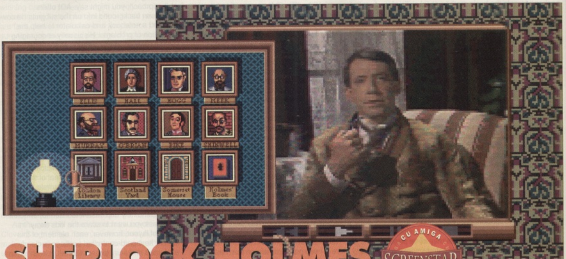
BP = mm

Easy as pie? Pie charts aren't so easy without ADI's aid!

Try a new angle with ADI's triangular tests!

CDTV SOFTW ROUN

As the availability of CDTV products increases can the same be said for the quality? This and other heart stopping questions are answered in this month's reviews.



Let Sherlock Holmes be your guide to Victorian London as you attempt to solve mysterious puzzles from his case book.

SHERLOCK HOLMES CONSULTING DETECTIVE

Silica Systems, Price: £39.99, Tel: 081 309 1111

Sherlock Holmes Consulting Detective (*SHCD* from now on) is what can only be described as a great CDTV title. It features everything that the CDTV is capable of, but which previous software companies have failed to utilise. Impressive graphics, both still frame and moving, quality sound, good story line and lots of interaction are all included here. This is the best attempt I've yet seen at producing an interactive, multimedia title.

None of the separate elements really stands out, although the CDXL pictures are good, but what makes it such a winner is that it's all strung together in a convincing manner, with the switching between different types of data done in an authentic manner. Most products of this type, whilst doing much the same thing, have very clearly defined borders for the different types of data being shown or heard. For example, when a CDXL clip is shown in other applications, it's all too common for the screen to be cleared, everything to stop and the pictures just dumped to the screen. In *SHCD* the previous screen is kept up, and a projection screen gently scrolls up to show the pictures. A subtle difference , but one echoed throughout the game and one which produces an atmosphere of a single multimedia application, rather than a collection of different media thrown together.

The low down on *SHCD* is that you wander around 18th century London solving or attempting to solve cases. On playing the game a pictorial of a book appears, complete with a pretty old fashioned cover, and promptly opens. Inside this is a 'table of contents' that gives you a list of three stories to solve – The Mummy's Curse, The Case of the Mystified Murderess and The Case of the Tin Soldier. Moving the mouse over one of these titles and selecting it takes you to that particular case.

On selecting a particular case, the page turns to reveal a page with various tools (or resources) to enable you to figure out and solve the chosen case. The edges of the page are surrounded by icons, an icon for each resource. By clicking on one of these you can move around a map of London to see cinema-like video (more of this later) of interviews with suspects, etc. read case studies, background information, newspapers or make notes on the case or points of interest.

Each of these tools reveals different types of information. These are all displayed in the centre of the book in a pretty authentic manner, thus the 'notes' icon brings up a simulated notebook, whilst the 'travel' icon displays CDXL moving pictures. These are worth seeing. On clicking on the icon a slide projector-type screen scrolls up, upon which the pictures are shown. At the bottom of this screen are video style buttons for 'rewind', 'pause', 'stop', etc. The moving pictures are all very well drawn, possibly the best I've seen. Furthermore the narration that goes with them is very well done. In scenes where Sherlock and Watson are talking the voices are dubbed to match their mouth movement. The overall effect is very convincing, you can almost believe you're watching a video! Something that few other CDTV products have yet achieved.

Once you believe you've solved a case you can move to the 'trial' section. If you have not yet amassed enough clues you are returned to the main screen to find more. For each action you carry out you amass a set number of points. If you have successfully solved the case, difficult in itself, you must then try to beat Holmes' score!

SHCD is the first game that effectively shows off the capabilities of the CDTV. With 90 minutes of full motion video, quality graphics and decent sound it's bound to be a hit and may even sell a few CDTVs off its back. Whilst not being the much talked about 'killer application', it is the best CDTV game yet and I have no problem in recommending it to CDTV and A570 owners.

91%

ARE
D-UP

CASINO GAMES

Saen Software,
Price: £29.99,
Tel: 0103175178257.

Casino Games is a compilation of three different types of gambling pastimes – poker, fruit machines and roulette. I could never understand the point of doing this kind of game, particularly single player versions, because the only reason anyone gets any enjoyment from a gambling is the chance to win loads of cash. In that light, these games are about as pointless as a joystick without a fire button, and only marginally more entertaining.

The most graphic of the three games is the fruit machine. You are presented with a representation of a typical one-armed bandit complete with arm. The basic idea is to get three similar symbols on the same line in order to win – but as you can't actually win anything, why bother? There is no real element of skill involved in this game, it is all down to pure luck. I could see some point in it if there was some timing needed, but all you do is press the button to start the chambers tumbling.

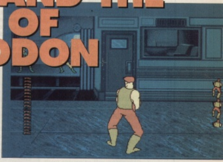
Next up is poker. This is a conversion of the arcade machine version rather than the baize table game, so instead of holding a betting war with someone, you simply have to choose one of the highlighted hands, and then gamble for more money by playing 'high and low'. This is done by you being shown a card and then having to guess whether the next card is higher or lower.

The final game in this sad package is roulette. You'd have thought that with all the graphical capabilties of the CDTV on offer they could have at least made the ball behave realistically. Instead, this one follows a perfect circle around the 'spinner', only to sudenly stop in a hole.

The presentation is very simple – basic blue backdrops and boxed screens with little flair. Yet, for some reason, there are all manner of unnecessary pauses both when loading games and during play. As for the sound, well, funnily enough, it isn't sampled; so instead of all the exciting bells and whistles that could have been used, you have to put up with half-rate disco tracks and little beeps. This does nothing more than dampen a very dull set of games. I don't want to advocate gambling as a hobby but you'd be better off going down to your local arcade and spending your £30 there – at least there's a chance to increase your winnings. Is this really what multimedia is all about? I don't think so.

41%

GUY SPY AND THE CRYSTALS OF ARMAGEDDON



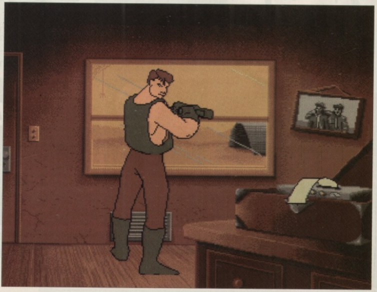
Entertainment International,
Price: £29.99,
Tel: 0268 541126.

Steve Keen was mightily impressed with *Guy Spy*, giving it a whacking great 82% in its floppy incarnation. It wasn't perfect, but it was the most playable cartoon adventure yet. Now it comes to the CDTV, exactly the same as the Amiga version but without the loading times. If you didn't know, *Guy Spy* was Readysoft's attempt at proper controls, rather than the 'select-a move-and-wait-to-see-if-you-got-it-right' system of things used in the *Dragon's Lair* series.

To be fair, in that respect they did get it right with *Guy Spy*. Yes, he moved when you moved the joystick, and you did have a fair amount of control over his actions, but when you're moving that size of graphic, things tend to get a little slow, and there lies the problem. Take the first scene, for example. You are in a train station in Berlin, and Guy is stood in the forground with armed assailants in the background. They move guickly, but you don't. Consequently, it isn't very easy to avoid their bullets and it's very hard to hit them with yours.

Needless to say, the graphics and animation are stunning, over 1500 frames at last count, and the soundtrack is booming and atmospheric. It's the most playable Readysoft game to date, but it still lacks the fluid gameplay to make it a real hit.

72%



Crazy Joe's

AMIGA PUBLIC DOMAIN SOFTWARE
Crazy Joe's, Dept. CU01
145 Effingham Street,
Rotherham, S. Yorkshire S65 1BL

CREDIT CARD ORDERS
(0709) 829286
FAX YOUR ORDER ON
(0709) 838068

This is just a small selection of the Amiga P.D. we have available. Details of the whole library may be found on the catalogue disk.

DISK PRICES (per disk)
1 - 9 disks . . . £1.25 each
10 or more . . . 99p each
Catalogue Disk 99p
Fish Disk Catalogue 99p

POSTAGE

Price includes postage in UK
Europe (inc. Eire) add £2.50
Rest of World add £4.00
Overseas orders sent Air Mail
PAYMENT IN STERLING PLEASE!

KEY TO ABBREVIATIONS

(2) = Number of disks in set
(2D) = 2 drives
[NP] = NOT A500 Plus or A600

WE BUY & SELL NEW & USED CONSOLE GAMES - stamped addressed envelope for details!

VISIT OUR SHOP Commercial games, accessories, blank disks, Public Domain, etc. Monday to Saturday 09.30 - 17.30

GAMES

2011	Twintris
2013	Zeus
2015	Yelp!
2016	Downhill Challenge
2018	Wizzy's Quest
2050	Insiders Club
2155	Ghostship
2167	Llamatron
2177	Nicklaus Data Disk 2 - Linford
2178	Sky Flyer
2183	Revenge of Mutant Camels
2184	Tomcat
2185	Quik & Silva
2188	Card Sharp
2192	Storyland 2
2196	Assassins Games 14 (NP)
2198	21 Games
2222	Challenger (NP)
2223	Landmine / Sub Attack
2226	Mine Clearer / Scud Buster
2227	Bounce & Blast
2228	Question Tort
2235	Beast
2236	Escape
2241	Super Skoda Challenge
2243	E-Type
2244	Survivor
2249	SIC
2251	Orb-It / Vingt et un
2252	Smash TV Rip-off (NP)
2253	Contact Number 1 (NP)
2255	Kingdom at War
2270	Cybernetix (NP)
2273	Blob
2274	Billy the Dragon
2275	Serene 3 : Final Battle
2277	Pest
2293	Mr. Brick
2294	Magnatron (NP)
2295	Rush Hour
2296	Pork A Pig
2297	Nebula : Wars of Uropa
2298	Super Pacman '92
2299	Ouch!
2300	Excalibur (NP)
2301	Property Market (NP)
2302	No Mans Land
2303	Operation Desert Storm
2304	Project 1
2305	Master of the Town (NP)
2306	Destination Moon
2307	Nadroj
2310	Go Looly!

USEFUL SOFTWARE

442	DPaint Fonts Disks (4)
632	MSH (MessyDOS)
642	C Manual
901	The Comms Disk
1022	AMOS Update 1.34
1095	Database Workshop (2)
1097	DPaint / PSetter Clip Art (2)
1117	Geneaology
1451	ElectroCAD
1545	SpectraPaint V3.0
1550	FlexiBase V2.0
1569	Language Tutor
1606	Database Master 2.0
1878	Textplus Shareware WP
1880	DCopy & Utilities
1893	DICE V2.06A
1896	Desk Bench (3)
1906	PageSetter Clip Art (8)
1914	Slideshow Construction Kit
1951	King James Bible (4)
1987	Quickbench
2012	Draw Map V2.3D
2174	Anti-Virus V3.14
2180	Text Engine V3.0
2181	Amiga Fox DTP
2182	Window Bench (NP)
2186	Perm Check
2189	Print Studio V1.25
2190	Picture Convertors
2195	BBase 2
2197	UniCopy V1.0
2200	Little Bench (Plus only)
2202	Tarot 2 (2) (NP)
2220	Dungeon Map V1.0
2221	Amigazer V3.0
2224	Landscape (NP)
2225	Budget
2229	MED V3.2
2230	Mega Monitor V3.2
2231	Hardware Hints Vol.1
2232	Hardware Hints Vol.2
2233	Opti Comms 2
2234	STD Code Finder
2237	Term V1.9C (WB 2 only)
2242	8-Colour Icons
2247	Slideshow Creator
2248	EdWord
2254	AMOS Compiler Update V1.34
2256	Race Rater V1.6
2257	Cyclops V1.0
2259	Magnetic Pages V1.3
2276	DLab
2314	The Animation Construction Kit

Deja Vu Licenceware £3.99 each

(S.A.E. for full list plus descriptions)
GA=Game UT=Utility CH=OK for kids

V004	THINGAMAJIG (CH)
V008	WORK & PLAY (CH)
V010	WORD FACTORY (CH)
V013	JIGMANIA (GA)(UT)
V014	PLAY IT SAFE (CH)
V017	DOG-FIGHT II (GA)
V028	BUDDBASE (UT)
V029	BIG TOP FUN (CH)
V042	X-STITCH (UT)
V044	FORMULA ONE CHALLENGE (GA)
V045	MUSIC BOX (CH)
V047	DIRTY CASH (FRUIT MACHINE)
V048	SPARX STOCKING FILLERS (GA)(CH)
V049	MARVIN THE MARTIAN (GA)(CH)
V051	MAGICAL YOUNG ARTIST (CH)
V055	SPRITEX V1.32 (AM)(UT)
V056	CTEXT V1.3 (AM)(UT)
V059	PREHISTORIC FUN (GA)(CH)
V064	RESCUE II (GA)
V065	POWER PLANNER / DIARY (UT)
V066	HOTEL MANAGER (GA)
V068	VIRUS BUSTER V2.2 (UT)
V069	MAGICAL MIX-UP (GA)
V070	PAINTBOX (CH)
V071	BATTLECARS (GA)
V072	MONSTER ISLAND (GA)(CH)
V073	AMOS DATABASE V4.0 (UT)
V075	VIDEO LAB V1.0 (UT)
V077	POWERBASE V2.1 (UT)
V079	MUSIC ENGINE (AM)
V081	POOLS PRO V1.2 (UT)
V082	COLOURING BOOK 2 (CH)
V083	PICTURE HANGMAN (GA)(CH)
V084	GUESS WHO (GA)
V087	PUZZWORD (GA)
V089	SKYBASE 22 (GA)
V090	CONCERT BOX (UT)(CH)
V091	FUN TO LEARN (CH)
V094	ALL SQUARE (GA)
V095	KIDDIES CLIP ART 2
V096	MAGIC WASSOCKS 2 (GA)
V098	POWERTEXT V1.02 (UT)
V099	PEG A PICTURE (CH)
V100	SPRITE EDITOR +II (UT)
V101	MORSE CODE TUTOR (UT)
V102	DISTANCE ESTIMATOR (UT)
V103	GADGE 1 (GA)
V104	MONEY MONITOR (UT)
V105	SUPER SKODA REVENGE (GA)
V106	ORGANISERI (UT)

Insider
Guide
series

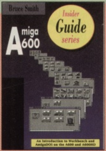
Great New Books for Beginners

Bruce Smith Books – the UK's leading Amiga book publishers – have launched a brand new series of *Insider Guides* aimed directly at the Amiga beginner. The first two titles – now available – are devoted to the Amiga A600 and A1200 and each costs just £14.95.

CREDIT CARD HOTLINE
(0923) 894355
(24-Hr Ansaphone) - Same day dispatch†

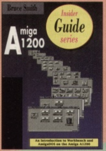
Also vailable from all good bookshops

Look out for these other great Amiga titles from Bruce Smith Books:
Mastering AmigaDOS 2 Vol 1 – £21.95
Mastering AmigaDOS 2 Vol 2 – £19.95
Mastering Workbench 2 – £19.95


Bruce Smith
Insider
Guide
series
Amiga
A600
An Introduction to Workbench and AmigaDOS on the A600 and A600HD

The *Amiga A600 Insider Guide* is the perfect introduction to all models of the A600. If you have never used an Amiga before then this book will provide you with the guidance you need to get going with Workbench and AmigaDOS. Packed with practical hands-on advice and tutorials, it's written in a friendly and simple style by one of the top Amiga writers.

A600 Insider Guide
256 pages, £14.95,
ISBN: 1-873308-14-0.


Bruce Smith
Insider
Guide
series
Amiga
A1200
An Introduction to Workbench and AmigaDOS on the Amiga A1200

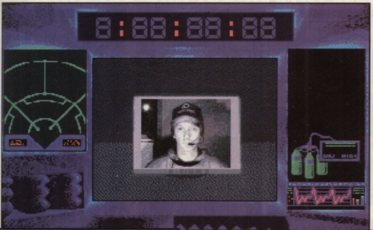
The *Amiga A1200 Insider Guide* is the perfect introduction to all models of the A1200. If you have never used an Amiga before then this book will show you, through step by step tutorials, the shortcuts to using Workbench and AmigaDOS successfully. We won't blind you with science, just share some hard-earned experience at the keyboard!

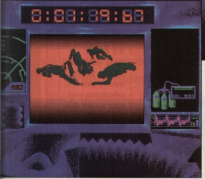
A1200 Insider Guide
256 pages, £14.95,
ISBN: 1-873308-15-9.

† On orders taken before 4pm. Free postage in the United Kingdom. Add £3 per book (Europe), £6 per book elsewhere.

To order, send cheques/POs made payable to 'Bruce Smith Books Ltd' to: Bruce Smith Books Ltd (CUA), FREEPOST 242, PO Box 382, St. Albans, Herts, AL2 3BR.
Alternatively charge my Visa/Access/Mastercard: £..............
Number: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ **Expiry Date:** ....
Name. ....
Address. ....
.... **Postcode** ....

Please rush me the following books:
....
....
....
....





PREY

Kirk Moreno Multimedia, Price: £29.99, Tel: +4586181607.

From the moment you load *Prey*, you're assaulted by a blistering array of digitised graphics and sound shifting at a cracking pace. The game is an 'alien'-style story, where you are searching a moon base which has been gassed by aliens. Initially your aim is to rescue survivors, but as the game unfolds, a more sinister scenario evolves.

The game is viewed from inside your helmet, with the outside world viewed in 3D, but only in the four main compass directions, as in *Bard's Tale* or *Dungeon Master*. It's all done in gloriously gloomy shades, creating a dark and claustrophobic atmosphere broken up every now and again by a radio message, sent to you by a German bloke speaking English in an American accent, dropping in the odd four letter word here and there.

The problem is the huge disk loading times. You begin against the clock, as you are only given 60 seconds of oxygen at the start of the game. The radio message at the start tells you there is a room in the medic centre that has more oxygen, and it is marked on your map. Then the clock starts ticking. It takes about 50 seconds to walk to the medic centre. Fine. But it takes 30 to load the map and then return to the game. What are you supposed to do, guess?!

On the bottom line, it could have been a very heavy game, but in the end it just becomes frustrating.

65%

....

THE CONNOISSEUR

Lascelles Productions, Price: £34.99, Tel: 010646876888.

Dear oh dear, is this really what the CD information revolution is all about? *The Connoisseur* shows exactly how to use the very basic elements of multimedia and create an exceptionally tacky package. Not that it isn't informative, it just looks like it was put together in an afternoon. A short one. One that starts with a long lunch and ends with everyone knocking off early because there is nothing else to do.

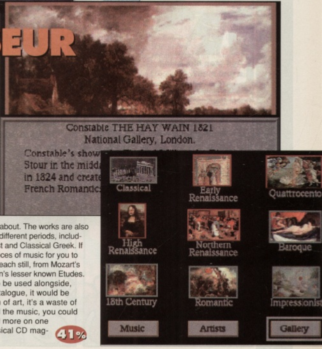
The package is subtitled The Fine Art Collection, which should give you some idea of what the package is about. Yes, if you're lucky enough to have either a CDTV or an A570 CD-Rom drive, then you too can enjoy over 400 works of art from the comfort of your living room.

I don't know about you, and although I have spent the odd afternoon browsing through galleries I wouldn't class myself as an expert, but part of the joy of viewing a painting is seeing the clarity of brushstrokes, guessing at techniques and generally enjoying the colour and shading. When you try and fit a 13 foot by six foot painting onto a 14 inch monitor, the effect is lost somewhat. When the same painting has obviously been scanned from a none-too-clear photograph, and in some cases even retouched with an art package, the feel is completely gone. You might as well get hold of a large hardback book from your local library.

The Connoisseur comes complete with a full databank on the hundred or so artists represented within the package, including everything you didn't want to know. Each picture has some sort of documentation explaining when the picture was painted and what it's about. The works are also loosely grouped into nine different periods, including Baroque, Impressionist and Classical Greek. If you want, there are 10 pieces of music for you to listen to while you look at each still, from Mozart's Romanze to one of Chopin's lesser known Etudes.

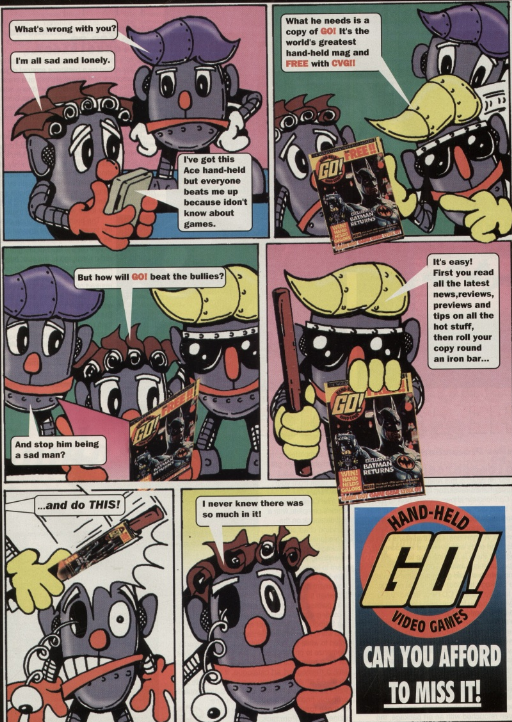
As a reference tool to be used alongside, say, a really good art catalogue, it would be ideal. As an appreciation of art, it's a waste of time. Even if you wanted the music, you could probably find all of it and more on one of those fortnightly Classical CD magazines. Tack. Pure tack.

41%



Constable THE HAY WAIN 1821
National Gallery, London.
Constable's show
Stour in the midd
in 1824 and create
French Romantic

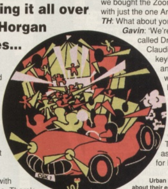
GOT A HAND-HELD?..THEN GO! AND GET THIS!


What's wrong with you?
I'm all sad and lonely.
I've got this Ace hand-held but everyone beats me up because idon't know about games.
What he needs is a copy of GO! It's the world's greatest hand-held mag and FREE with CVG!!
FREE!!
GO!
EXCLUSIVE! BATMAN RETURNS
WIN! HAND HELDS GALORE
But how will GO! beat the bullies?
And stop him being a sad man?
It's easy! First you read all the latest news,reviews, previews and tips on all the hot stuff, then roll your copy round an iron bar...
...and do THIS!
I never knew there was so much in it!
HAND-HELD
GO!
VIDEO GAMES
CAN YOU AFFORD
TO MISS IT!

AMIGA PROFILES

URBAN SHAKEDOWN

Using a couple of Amiga 500s and a copy of MED, Urban Shakedown stormed the clubs and charts last year with their rave single Some Justice. Twelve months later, they're doing it all over again. Tony Horgan investigates...



Urban Shakedown's 'Do it now!' EP says a lot about their enthusiam. Rather than tout demo tapes around the major labels' A+R men, they take the bull by the horns and release records on their own label. This gets the

Urban Shakedown are Gavin King and Claudio Guissani, occasionally assisted by renowned hardcore DJ, Mickey Finn, making their own distinctive brand of violently funky rave tunes. I asked Gavin to tell me about their latest 12 inch, Bass Speaker.

Gavin: 'People expect too much of you to come out with blinding records all the time. There's too much pressure on you, so I release stuff under various names. We wanted to release an underground EP again, to get respect from the underground as well, so that they don't go "Oh, they've sold out". So we've done that, and in February we've got the follow-up to Some Justice coming out, and that's with Mickey Finn. We've saved up some ideas over the past few months to get that done, and that's going to be a real good'un.'

TH: So, where's Claudio?

Gavin: 'He's in India at the moment. When he's here, he's got the other computer, and we've bought a couple of extra bits as well, like a (Roland TB) 303 acid box, and we use a Zoom (9030) effects processor, and that lets you cheat, making the 8-bit output from the Amiga sound like 16-bit with the right effects. That's good, because you're competing with people that go into these massive studios with superb equipment, and the quality of the sound that comes out is very good indeed. They could have an 80,000-bit sampler, and some engineer who hasn't got a clue how to use it all, and the person comes in, sits down, and they produce some record that sells about 800 copies, and the whole thing's been a total money loss.

'We never started off with that sort of money – all we had were these two computers, and that's basically all we've got now, plus a few extra bits of kit. What we go on is the actual music that comes out. It doesn't matter what the quality of the sound is, if it's a good tune, it'll shine through whatever. But you've got to compete with these people so we bought the Zoom. But I have released singles with just the one Amiga.'

TH: What about your other projects?

Gavin: 'We're also doing another thing called Drum Tribe, which is me and Claudio again, and a singer and a keyboard player. We do the bass and rhythm, and construct the whole tune, and he puts keyboards over the top. We've just licensed a couple of tracks for this American compilation CD, called "140bpm+: The Sound of London Hardcore". We changed our name to Takaboom for that one, don't ask me why. The original thing for Drum Tribe was going to be a slower, more progressive house thing, but it turned out more like a hardcore tune.'

TH: Some Justice had one of the best breakbeats of last year. Where did that come from?

Gavin: 'That one was actually from a Run DMC record originally, so you've got to give them respect for it. We do build our own beats though. I'm very much into rhythm, and because of hardcore, so are a lot of other people. I don't like to just loop one bar of a beat through a song – it gets a bit monotonous. But we haven't made the next blinding break yet, which is what everyone wants to do. But at the end of the day there's only about eight or nine breaks in the history of music that have done it, so it's hard! If you keep on working at it you can do it. Every so often I sit down and try to come up with a new break.'

TH: What about other people sampling your records?

Gavin: 'We get sampled all the time, and it's quite amusing, because you know that they've done it in a massive studio, but they've sampled our 8-bit beat. The front of that new 808 State one is an exact rip-off of the start of Some Justice, using different rhythms. I get quite chuffed when that happens.'

TH: Have you had any copyright problems with samples you've used?

Gavin: 'No, because we sorted them all out. You could take a little bell sound that's about a third of a second long, and it's basically yours. But we took the vocal from Ce Ce Rogers ("We'll live as one family"), and he earned money from it as well. He was quite happy to do that for us. You have to get vocal samples cleared, so now we're working with our own vocalist. Do you want to hear some?'

Gavin digs out a tape featuring Helen, a trained opera singer with a belting disco-diva voice, tailor-made for those anthemic club smashes. This could be the start of something massive, if they play their cards right...

Claudio Guissani (left) and Gavin King show just what's possible with a humble little Amiga and a lot of talent.

THE GEAR

All Urban Shakedown's records are produced on an astonishingly modest collection of gear. Here's the complete hardware list: two A500s (1Mb Chip RAM each), two TVs, one Zoom 9030 effects processor, and one Soundmaster sampler cartridge. The sound is monitored through Gavin's nice loud hi-fi.

AMIGA PROFILES

EVESHAM MICROS

Many people get their software and hardware direct from mail-order firms, but the firms themselves rarely appear in magazines. This month we take a look at such a dealer, to find out exactly what does go on after you put the phone down...

For the Evesham range of products see the advert on page 88. They can be contacted at Unit 9, St Richards Road, Evesham, Worcester WR11 6XJ. Telephone: 0386 765500.

Once upon a time, in a peaceful little town in the middle of Worcester, there was a little shop. The shop was so busy that soon it became two shops, including a mail-order department. The shop sold computer equipment, and it's name was, naturally enough, Evesham Micros. Now Evesham Micros is one of the country's biggest mail order companies supplying a whole range of products for the Amiga, Atari and PC.

Many of Evesham's products are made in an accompanying industrial unit. With a variably sized production line they manufacture and repair many Amiga peripherals such as memory boards and disk drives. Since they operate more or less a system of 'Just in Time' manufacturing, that is, making the units only as they are required, they are able to keep up to date with compatibility problems and turn around new designs in a matter of days.

This also means that the prices can be kept lower, as very little money is tied up in components or finished products in a warehouse somewhere. It does mean that they have to be fairly on the ball when predicting demand, but that doesn't seem to have been a problem so far.

TESTING TIMES

All the products are tested as they come off the line by a number of boards strapped to a bench. On closer inspection they turn out to be the motherboards of various models of Amiga, ruthlessly stripped from their casings. Custom software is written to test every product, which means that the return rate is kept low (around about 1% according to their estimates).

The A600 is not a favourite in the testing area – the trapdoor port wears out a little too easily for the rigorous use it gets. There is no A1200 for testing things because Evesham don't make any A1200 products yet. Since they never received enough information from Commodore prior to the launch they were unable to design any new products.

HELP

Evesham believe that unhappy customers can cause really bad PR problems. To help people with any sort of problems they have setting up or operating products bought from Evesham they provide a helpline. The helpline is kept very busy, not because there are many problems with the goods supplied, but mostly because there are a lot of people out there who for some reason think that instructions are written just for fun and not because anybody really needs to read them.

The heart of the mail order business is the telephone room where up to 10 telephonists are constantly taking calls. Not all calls are necessarily from people definitely wishing to order Evesham products, but they do reckon to take around 400 orders a week. Using the latest in automated ordering systems, the telephonists can check immediately which items are in stock – when it's working.

SIX OF ONE

The desire to control everything possible pertaining to their business has even stretched to the marketing department. Since they are often updating their product lists, it means that the advertising they place in magazines varies from month to month. Re-designing a page with a few price changes or a couple of products more or less isn't really a problem, but then the pages have to be turned into film before they go to the printers with the rest of the magazine in which they are to appear. The trouble with this is that it is both a lengthy and expensive process. It takes quite a bit longer than just printing out a page on a normal printer, because the film has to be developed. Then it has to be checked before being sent off. Each page of film can cost around £20!

Evesham have now got around this problem by installing their own film processing units, allowing them to run out film and send it off the same day that changes are made. If the machines are kept busy enough it will work out a lot cheaper too!

On the sales side of things, Evesham see their emphasis possibly shifting more towards the PC market in future. This is not because they are abandoning the Amiga, they continue to support it, but the money these days seems to be coming more and more from the PC arena. Evesham actually manufacture their own PC clones in another unit, and are managing to make a profit out of the operation (something which IBM failed to do this year, quite spectacularly announcing a loss of £600 million).

Whatever happens Evesham Micros seems to be a company with a future. Even should the Amiga fall by the wayside there will be other products, and they have shown their ability to serve the public well.

CUT, TICK & POST.....CUT, TICK & POST

Telephone or Fax Hotline (0702) 466933

PD Soft (CU46) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

EDUCATION

☐X **V13 PLAY & READ CHALLENGE (2)** Education progs for the under 7's
☐X **V546 KIDS PAINT** A painting program designed for children. Includes various colours & speech.
☐X **V584 FASTFACTS,** Everything you ever needed to know about the solar system. **WORLDMAP** Produces diffenent sorts of *Maps*. **PLANETS** Instant locations
☐X **V776 AMOS LESSON 1** The best Amos Tutorial program. (APD151)
☐X **V792 KIDS GAMES** Includes Geography, Math, Sicence and Word Games. Also contains Wheel of fortune.
☐X **V793 AMIGA BEGINNER** You asked for it! A tutorial for the beginner on using your *Amiga*! Covers CLI & WB.
☐X **V824 ELEMENT v3.0** Nice interactive display of the Periodic Table of Elements.
☐X **V825 WORLD DATA BANK v2.2** Using a database of coordinates of the C.I.A's it plot's world map's in cylindrical or spherical projects, various degrees of magnification.
☐X **V843 DESERT STORM** You can select Map's, and all information surrounding the Desert Storm Attack.
☐X **V849 LANGUAGE TUTOR v1.0** Spanish, French, German & Italian.
☐X **V881 SECOND WORLD WAR** Excellent Information production.
☐X **V908 DELUXE PAINT TUTOR** Do you had DPaint, Then learn to use it.
☐X **V927 CLI TUTOR** Helpfull program to understand how to use CLI/Shell.
☐X **V933 GCSE MATHS** *Maths prog* to help with the GESE maths course.
☐X **V940 MATHSADV** Simple math problems to solve. **REFLEXTEST** Tests addition, subtraction & multiplication.
☐X **V941 AMIGA FIRST START** Help on any subject you want.+ Easy Start.
☐X **V944 AMIGAWORLD** A data base that contains information about every country on Earth. Compare countries
☐X **LP29 BIG TOP FUN** 4 progs to help children with words & pictures. **£4.99**
☐X **LP37 ROCKET MATHS** Times Tables, Takeaway, Add up & Divide. **£4.99**
☐X **LP45 MUSIC BOX** *Written for ages 7+*. Explains notes etc. Also contains some very well known tunes **£4.99**
☐X **LP51 MAGIC YOUNG ARTIST** A nice colouring book program for younger Amiga Users. Apx 30 Pictures.
☐X **LP59 PREHISTORIC FUN** Who likes Dinosaurs? Everyone, Four great games based round Dinosaurs **£4.99**
☐X **LP113 UNDERSTANDING 2** Learn how to program Amos. **£4.99**
☐X **LP119 YIPPEE** Perfect platform game for children which features a Rhinoceros, a cheeky monkey & a crocodile. **£4.99**
☐X **LP122 TELL THE TIME** Many children have difficulty learning how to tell the time. Help is at hand **£4.99**

VIDEO PRODUCTION

☐X **V48 TV & VIDEO** Contians background screens for your video productions, Many types of graphic styles. **Peel,** Takes an IFF Pic & peels it down the screen. **(8)**
☐X **V86 VIDEO PRODUCTION 1-2 (2)** Packed with video & Genlock utilities.
☐X **V415 VIDEO SCREENS : 1** Back ground pictures for video production
☐X **V517 VIDEO DB** Program for keeping track on your video tape collections.
☐X **V518 IMAGE LAB** This program is like a mini Art DEPT. **Tools On Tap** Does fades, colourbars & gray bar.
☐X **V519 VIDEO: STILLSTORE** Used to create over the shoulder graphics
☐X **V687 VIDEO WIPES** A collection of IFF Brushs & background graphic effects.
☐X **V693 HARLEQUIN VIDEO ART & FONT DISKS** A video production with excellent backgrounds & Fonts **(3)**
☐X **V818 INSCRIPT v1.1** Produce video titles. Includes fully editable text entry. IFF Pics as back grounds all resolutions.
☐X **V829 VIDEO PRODUCTION 3-4** This is the latest collection of the New video related utilities. Excellent **(2)**
☐X **V868 GENETATED ART** Excellent collection of back ground pictures.
☐X **V874 VIDEO TITLER PRODUCTION** Utilities for generating video Titles.
☐X **L27 VIDEO TEXTURES** Like Black marble, BrickWork, RoughIce, Marble, Tiles, Water ripples & Wood **£3.50**
☐X **FFP10 FLETCHER FONTS** A three disk pack of 50 - 100 point 16 colour Video Fonts. Includes templates **£9 ***

VARIOUS UTILITIES

☐X **V16 THE AQUARIUM** Turns your screen into an eyecatching Fish tank.
☐X **V109 PRINT STUDIO** Excellent for printing graphic pictures or just text.
☐ **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options.
☐ **V215 DISKMASTER v3.2** Copies files from one disk to another.
☐X **V262 DUPLICATION & BACKUP** Super Duper,Turbo copy, Sanity copy & PCopy. Four new disk copiers.
☐X **V277 FORTRAN-77 v1.3c** Compiler, linker & run time support libs.
☐X **V279 CROSSWORD CREATOR** Creates crosswords. UPDATED VERSION.
☐X **V284 MCAD PROGRAM** The Object Drawing Program. ie C.A.D.
☐X **V298 NORTHC v1.3** The Complete C language with all files needed **(2)**
☐X **V301 EYE OF THE BEHOLDER** The Hint Book with Maps, Strategy & Solution.
☐X **V323 ANALTICALC SPREAD SHEET** The best spread sheet. **(2)**
☐X **V332 AMIGA PUNT PROGRAM** Predict which horse will win the race
☐X **V339 SPECTRUM EMULATOR** Data Disk 1: The Adventure Classics
☐X **V350 BUSINESS CARD MAKER** Design your own Business cards.
☐X **V366 600 BUSINESS LETTERS** Over 600 Standard Business letters
☐X **V390 DESK TOP PUBLISHING** Extra features,Text & Graphics Editors
☐X **V392 AMICASH BANKIN** The best bankin program that I have ever used
☐X **V394 CHEMESTETICS v2.14** Program that draws molecules using the calotte model. Updated this Month
☐X **V401 WINDOWBENCH v1.0 (2)** An excellent Workbench 2 replacement / Upgrade for all WB v1.3 users.
☐X **V413 WORKSTATION** Not just another WB clone. It's a collection of utilities with the Workbench theme. **(2)**
☐ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program
☐X **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode during some Amiga program oberations.
☐X **V431 IMPLODER v4.0** Reduces file size for storage on hard drives.
☐X **V433 ANIMATION STUDIO** Make your own little animations.
☐X **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. includes over 90
☐X **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles.
☐ **V484 ADVENTURE SOLUTIONS (2)** Solutions for various games.
☐X **V489 AMIBASE PROFESSIONAL v2.0** Latest version of the excellent Database progam. NEW FEATURES
☐X **V490 MESSY SID v2.0** Will read MS-Dos disks, Transfer any text files to & from the PC. So you can do work on an IBM or an Amiga & swap text.
☐X **V521 PLOTTING & GRAPHICS PLOTXY,** A powerful full featured plotting prog. **PLANS** A computer aided drafting prog. Requires ARP
☐X **V522 ARP V1.3 : Conman v1.3c** Makes many improvements to Dos. Includes full developers guide.
☐X **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
☐X **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
☐ **V567 PRINTER DRIVER GENERATOR** A selection of utilities with various excellent Printer Driver Generators.
☐X **V569 DUNGEON MASTER MAPPER v1.1** You can design maps, for dungeons & Towns for use within any Advanced Dungeons & Dragons
☐X **V573 FILE & HD MANAGEMENT HDCLICK v2.0,** Selector to make Hard disk Menus.Starts with gadgets. **FILE MINDER,** For maintaining files & Directories. **DOSCONTROL,** Combines functions of many separate tools. **(2)**
☐X **V575 HOME BUSINESS PACK** Excellent selection of utilities based on word processing, Data Manag-ement, Spread Sheets, Accounts & Printing. **(6)**
☐X **V583 ICONEDITOR III v2.0,** Can create Icons upto 640x200 pixels. Icons, Edit & Create any Amiga icon.
☐X **V587 GELIGNITE FONTS (2)** A selection of fonts for use with any DTP Package or Dpaint disks.
☐ **V607 PRO TRACKER v2.2** Written by Lars Zap Hamre. Another update to the Ultimate sound making program.
☐X **V610 GOLF SCORES v1.84** It will record each round you play, Store it, make up an eclectic score NEW!
☐X **V611 FOOTBALL LEAGUE EDITOR v1.1** Want to update your teams league position as the results come in.
☐X **V620 ASPICE v3.2** Circuit Analysis A full featured program for electric circuit
☐X **V621 EDWORD v2.2** is a fully featured & operational Word processor
☐ **V624 NIB COPIER v2.0** Will copy in AmigaDos, Index Nibble modes, search mode & special parameter copy.
☐X **V625 NCOMM v2.0** Contains, LHArc v2.0, LHArca v1.02, Zoom v5.40, DMS v1.03, LHA v1.11, LHASFX v1.11.
☐X **V627 DPAINT FONTS No's 1-3 (3)** The latest selection. Fonts for use with any IFF Painring / DTP Program.
☐ **V635 IBeM EMULATOR v1.05** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
☐X **V647 HACKS** A selection of WB Hacks that have been reviewed in CU
☐ **V648 TITANICS CRUNCHER v1.0** Cruncher with help & various protect modes includes speed changes.
☐X **V659 COMPUTER DIAGNOSTICS v9.1** Is there a problem with your computer! Then what is it.
☐X **V660 HOME MANAGER** This is a great all in one address book with an inventory database & To-do list
☐X **V661 VERTEX** Allows you to create 3d objects with-out using the X, Y & Z views. Loads Sculpt 3d/4d & Turbo Silver.
☐ **V662 DCOPY v3.0 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
☐X **V666 MODELLING OBJECTS (2)** Contains over 20 vector objects in image format. Perfect with Disk V661
☐X **V678 DRAW MAP v4.1 (2)** You can generate world maps in detail. ☐X 2Mb, ☐X 1.2Mb or ☐X 1Mb
☐X **V681 GAME TAMER v2.2** Get a hold of that extra hard game & Cheat.
☐ **V683 SUPER LOCK v1.01** Seal your disks / Hard drives for your eye's only. Protects with a Password.
☐X **V684 FONT CHARACTER EDITOR v1.0,** Also contains other utilities.
☐X **V685 ASTRO PRO ASTROLOGY** Best Astrology prog on the Amiga by far.
☐X **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
☐X **V688 MAGNETIC PAGES v1.30** Creates disk based magazines with graphics.
☐@ **V690 WB v2.04 UTILITES (2)** This set contains the programs that should have been with WB 2.04+. They take full advantage of the many NEW capabilities that are available.
☐X **V692 RACE RATER v1.6** Program for people who want info about horse races.
☐X **V696 POST v1.7** PostScript interpreter which implements the Adobe language. ARP
☐X **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
☐X **V700 PERM CHECK** Designed to take chore out of checking plans for winning lines
☐X **V701 STRATA v1.0** Is a landscape generating prog. Allows printing from any angle, position or magnification.
☐X **V702 EASY RAMOS FOR EASY AMOS** Update for Easy Amos user's.
☐X **V703 AMOS UPDATER DISK v1.34** A major update to the software, Directly update AMOS installed on a hard disc.
☐X **V704 AMOS COMPILER v1.34** Second AMOS Compiler Update.
☐X **V705 MED v3.21** Excellent update to the famous music program *Med*.
☐X **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ disks
☐X **V711 UNIX** Contains a working demo of Minix, A Unix workalike. Minix is system call campatable.
☐X **V712 PROTEUS BBS** Start your own BBS. Requires a modem.
☐@ **V713 COMUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage, Page stream, Pagesetter & Workbench v2.04+.
☐X **V715 THE COMPLETE BIBLE** With the entire text of the New Testament & Torah (Old Testament). 1Mb **(3)**
☐X **V718 SPECTRUM EMULATOR v1.4** Which is NOW!! 3 times faster. Requires a spectrum computer once.
☐X **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
☐X **V720 DISKPRINT v3.51** A data base which prints & stores disk labels.
☐ **V723 BOOT INTRO CONSTRUCTION SET** Create excellent Boot intros.
☐X **V724 PRINTER DRIVERS v4** This is an updated Drivers disk : Canon LPB, Canon Bubble jet's & Star 9 pin.
☐X **V725 THE SUPER KILLERS v2.6: BOOT X v4.50** This is the best virus killer disk to date, kills over 262 virus & may be more. Includes many others
☐X **V727 ART OF MED 2** A another excellent select of *Med* tunes.
☐X **V730 ICON MANIA** An excellent selection of Icon clip Art for your WB Disk.
☐X **V731 AMOSBROT v1.1a** More fractal types which include Logistic Equation, Coast lines & trees
☐@ **V732 WB v2.04+ UTILITIES** FPic DCopy, Boot Menu, Scenery, Huge.
☐X **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
☐X **V742 ONLINE v1.4** Program will allow you to find cheats within games.
☐@ **V743 TERM v2.3** Best Communications program for use with WB v2.04+ **(2)**
☐X **F691 THE PROFESSIONAL C MANUAL v3.0** This is the largest collection of documents, examples & utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully excutable examples complete with source codes. **(5)**
☐X **V757 AMIGADEX v1.61** Creates / converts your Amiga into a card Database system. Very well done.
☐X **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
☐X **V759 TEXT ENGINE v3.4** Updated version of the Word processor with **AZSPELL**. Excellent spell checker
☐@ **V760 BOOTX v5.26** An easy to use boot, file and link virus killer. Has lots of options to detect & kill Amiga Viruses.
☐X **V761 A-GENE v4.18** The latest version of the popular genealogy database program. By Mike Simpson
☐X **V762 BBASE v5.5** Database with loads of features and it's easy to use.
☐X **V770 ACCOUNT MASTER v2.0** Excellent Amos written Account program
☐@ **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
☐X **V777 VOICE CLI v5.2** The idea is to control the CLI/Shell with your own voice.
☐X **V778 RAYSHADE v4.0** Complex Ray tracing package 2Mb **(3)**
☐X **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
☐X **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic)
☐X **V784 AREXX (2)** Two disks which contain Arexx programs & examples
☐X **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
☐X **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
☐X **V790 ANIMATION UTLS** Includes CyroUtils for spliting, combining, and creating animations from IFF picture files.
☐X **V791 DIRECTORY ULTS** Includes the most powerful and highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
☐X **V794 GRINDER** A complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
☐X **V797 EASY AMOS PROGS (2) *** Contain source code for use with Easy Amos.
☐X **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amiga & share resources via the serial / Parallel ports. Mymenu Puts menus on your Workbench screen.
☐X **V800 ARCHIVERS II** This disk is packed with the latest Archivers to date.
☐@ **V806 WB v2.04 UTILITES (2)** This is the our second double disk collection of WB v2.04+ utilities that take advantage of the NEW machines capabilities.
☐X **V809 MEGA CHEATS v2.1** This disk contains the very latest cheats.
☐X **V811 ELECTROCAD v1.42 & PROTOYPER** Another Updated on the cad / Electronics drawing Programs.
☐X **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
☐X **V814 PC TASK v1.11** is a software IBM-PC Emulator. Allows you to run the majority of IBM software with NO additional hardware. CGA Colour **NEW UPDATE**
☐X **V815 FILE & HD MANAGEMENT 2 : DirWork v1.62** File copier *MegaD* Another NEW Update on an excellent File copier like the NEW Disk Master Pro II in it's Operations. Also contains loads of other programs to help out **(2)**
☐ **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
☐@ **V819 ICONAUTHOR v1.06** Replacement for IconEdit2.0. It can transform IFF or brushes into resized 2-BitPlane brushes or icon files that match the WB v2.04+ colours.
☐X **V820 BBBBS v5.7** Baud Bandit bulletin Board System Fiures include up to 99 file libraries, interface to extra devices
☐X **V821 SNOOPDOS v1.5** Monitors AmigaDos calls & allows you to see what library, devices, fonts are required.
☐@ **V822 ABACKUP v3.77** A hard drive backup program that features, multi-drive support, full backup, compression.
☐X **V823 POWERPLAYER v3.4** Very powerful, user / system friendly module player. It can handle nearly all module formats can read PP modules & comes with it's own cruncher.
☐X **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu, each page having upto 10 possible actions.
☐X **V827 REPAIR-IT: NewZap v3.3,** A multi sector file editing system. **FIXDISK v1.2,** Recover's as much as possible from a defective disk **DISKSALVE v1.42,** Creates a new file system structure on another device, with as much data salvaged from the original device.
☐X **V841 MODULA-2** Contains modula-2 language on the Amiga.
☐X **V842 SID v2.01 FILE MANAGER** Sid can be used for various operations, The best file copier on the Amiga.
☐X **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
☐X **V845 Q.M.J v5.31** Will generate julia sets & complex Quaternion Julia slices. Displays mandelbrots.
☐X **V846 SCOPIOUS MAPPER** An excellent Dungeon mapping program
☐X **V847 MONEY MANAGEMENT v1.01** The home account package which allows you to keep track of upto 12 accounts simultaneously
☐X **V848 SLIDESHOW GENERATOR v3.1** Creates slideshows of pictures in various formats for the amiga.
☐X **V850 FRAC v1.1** is a graphical Role playing game creator.
☐X **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
☐X **V857 POSTSCRIPTERS** Down loads Postscript Fonts for printing on standard Dot matrix printers.
☐X **V858 MUSIC MAKERS** A selection of programs to produce excellent music productions. Make your own music
☐X **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
☐X **V861 3d DESIGNER** Various 3d graphic production utilities including CLight, DKBTrace and Surf.
☐X **V865 IMAGE PROCESSORS** Contains Tools to perform a wide variety of Image Techniques (IFF)
☐X **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software on the Amiga.
☐X **V869 ANIMATION ASST (2)** This disk will solve many of your animation problems. Includes ABridge, Players, DA & AnimTools.
☐X **V871 3d HELPER** Are startingout with 3d graphics. This disk is just what you need.
☐X **V872 ICON TOOL KIT** Just about every tool you could possibly imagine
☐X **V873 UGFC v1.1** Utilities that will help you translate between Amiga Graphics and other computers.
☐X **V875 SPACE** Here are utilities to help you study, identify the Stars & celestial objects.
☐X **V876 SYSTEM v4.1** Checks, test and reports on your computers Memory
☐X **V879 BEAT DIS MODULES** For use with OctaMED includes a Player
☐X **V882 MAGNUM v1.4** Another excellent Disk Magazine Creator.
☐X **V888 TRONI CAD v1.0** The best Cad / Drawning program for your Amiga. Various power functions.
☐@ **V896 TOOLMANAGER v2.0** Includes the ability to add menu items to the 2.x Tools menu. add WB icons or dock Windows.
☐X **V897 OCTAMED v4.0** Save disabled version of the full featured OctaMED Pro the commercial product.
☐X **V899 ABACKUP v2.0** A Powerful backup utility that may be used for Hard Drive backup & File Archiving.
☐@ **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable files.
☐@ **V901 FIM v1.0** IntroMaker to create you own Intros. Features IFF import.
☐@ **V902 JCGRAPH v1.1** Demo version of the shareware title. Can show data as bar, line, planes, stack, blocks, 2d and 3d ect. Outputs in EPS, 3d geo, AegisDraw and IFF.
☐X **V903 UEDIT v4.0 (3)** Word Processor with learn modes, Online Help, A teach Mode, copy & paste. This is Now the Complete program
☐X **V921 COMPUGRAPHIC FONTS** These's fonts will work with DPaint v4.1, ProPage, Pagestream, Pagesetter and Workbench v2.04+. About 30 Fonts **(3)**
☐X **V924 PLOT MAP v0.85** An extra for use with draw map v4.0 or v4.1
☐X **V925 SLAUGHTER CHEATS** Another selection of Hacks & Cheats
☐X **V928 THE LITTLE OFFICE** One of the best disks at the present time.
☐X **V936 LETTERS & BOILERPLATE** More Standard letters for you to use as your own or cut & pause.
☐X **V939 ANIM PB v1.2** Will show long sequences of animations or pictures fromn memory or disk.
☐X **V942 SCREEN BLANKERS** A disk packed with various screen blankers.
☐X **V943 LYAPUNOVIA v1.0** A mind-bogglingly colourful program that makes pictures from a mathematical formula.
☐X **V945 PROPAGE 3 ENHANCER** Contains over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart & others. Includes structured clipart for unique borders!
☐@ **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters, mouse/keyboard enhancements. REorg will optimize hard and floppy disks for big speed increase. HDMem 2 meg of hard drive space for virtual memory.
☐X **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Req HD & unpacks to 1.6Mb
☐X **V948 INTUITION BASED BENCH MARKS** A great package with all the popular benchmarks including Sieve, Dhrystone, Savage, IMath & Matrix.
☐X **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
☐X **V950 GAME CONSTRUCTION** ADL is a programming language and run-time environment designed for the convenient writing of adventure games.
☐X **V951 PROTECTION** is a collection of utilities aimed to protect your data. Password protects autobooting HD's and Document File Locks your data files with a passworded incription.
☐X **V952 X-BENCH v1.0** The complete solution to the all round replacement Workbench. Contains Degrader, Last Hope, View, Virus Checker v6.19, Power packer, DCopy2, APref and BootIntro.
☐X **V954 WHOM III (3)** An excellent database which covers Star Trek The Next generation, Classic Trek, Star caps, The prisoner, Blake 7 & Tripods
☐X **V957 TACKS v1.2** Is a collection of utilities to help you create your own self-booting animation disks.
☐X **V958 CLUB LEAGUE** Is a utility that will allows you to edit and keep track of your divisons/leaggue stats.

REGISTERED VERSIONS

☐X **THE COMPLETE A64 PACKAGE v2.0** With interface & Full Comerical software. Transfers disks from your original 64 drive. This is a Full regersted version of the Software **£44.99**
☐X **X-SITICH** By Jeff Tullin prints out a picture in the form of a cross sitich pattern for embroidering. **£16.99**

ERIC SCHWARTS

☐X **1700 ANTI- LEMMINS (2)** 2Mb
☐X **2133 GULF WAR CONFLICT** 2Mb
☐X **2307 AMY AT THE MOVIES II (4)**
☐X **2311 AMY vs WALKER II (2)** 3Mb
☐X **2384 AMY AT THE BEACH (2)** 3Mb
☐X **2477 AMYWALKS**
☐X **2478 UNSPORTING** 2Mb
☐X **2500 THE SKY DRIVE ***

GAMES

☐ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
☐X **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
☐X **1561 TRITWIS** Contains 1 player, 2 player & 3 Payer game options.
☐ **1747 LLAMATRON GAME 2001** By Jeff Minter & an excellent production.
☐X **1749 SCRAMBLE** 'The Original' Remember that old classic game
☐X **1870 PATIENCE'S** Play vs the computer or another human player.
☐X **1977 POM POM GUNNER** Shoot down the incoming world war II air planes in this Operation Wolf game
☐ **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
☐X **2022 SEA LANCE** The first Silent Service type sub war game on PD
☐X **2054 ATIC ATAC** A rendition of the game from the original Spectrum
☐X **2162 BATTLE OF BRITIAN WAR GAME 2** Strategy war games.
☐X **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game. Load Wb
☐X **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
☐X **2221 MIND GAMES 21** of the best games to challenge your mind not your shooting skills. What a change
☐ **2224 SWORD OF THE WARLOCK** A Bards tales / Eye of the Beholder adventure game packed on three disks. This is Shareware **(3) 1Mb (2 Drives)**
☐X **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
☐X **2278 CARD SHARP** A very professionally presented selection of solitaire type card games. Excellent.
☐X **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy ships as they sail past. **LANDMINE.**
☐X **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb for computer player
☐X **2313 REVENGE OF THE MUTANT CAMELS** By Jeff Minter The ride of a life time with mutant camels
☐X **2396 PETERS QUEST** This is truly an excellent platform game.
☐X **2411 TOTAL WAR** The board game RISK as reviewed in AF.
☐X **2432 GOLDEN OLDIES** Galaga, Galaxians, Space invaders, Asteriods, Batty & Missle Command.
☐X **2436 DRAGON TILES v2.5** Mahjong is a ancient chese game where you must remove coloured tiles.
☐X **2447 COINDROP** Fruit Machine simulator with various gamble modes.
☐ **2448 CRAZY SUE** Another first rate cute school girl platform game.
☐ **2450 SMASH TV - THE RIP OFF** Simular to the original arcade machine. With neat grapgics & sound.
☐X **2480 AMOS FRUIT MACHINE II** As near as possible to the fruit machine found in Pubs & Arcades.
☐X **2482 DESCENDER** Is a clone of the classic arcade game Tempest complete with vectorized graphics.
☐X **2483 INTRUDER** is a Multi level Berserk clone with smooth graphics.
☐X **2484 CATACOMB v1.7** A graphical adventure game set on a small island in the middle of the land of EXOUSIA. **NEW**
☐X **2485 IRON CLADS** (1Mb) Update to the excellent Strategic War Game **(2)**
☐X **2491 LEGEND OF LOTHIAN v1.02** is an adventure game in the vein of Ultima.
☐X **2494 HUNCHBACK** This is a conversion of the old classic game.
☐X **2498 AMOS CRICKET** Excellent arcade cricket simulator with graphics.
☐X **2534 BATTLE CARS II** Get behind the wheel of a heavily armed car as you race round courses 2 players with the computer link
☐X **2535 SUPER PACK MAN 92** This is the best Pack man to date with super smooth scrolling & excellent graphics.
☐X **2613 DUAL** A 2 player game where you control armoured tanks & rockets.
☐X **2614 TETREN** is a 1 or 2 player Tetris game. 2 player is Head 2 Head
☐X **2615 WAR** Strategy war game in which you control a fleet of space craft.
☐X **2617 GOLDEN OLDIES 2 : Croak,** Excellent 1 or 2 player version of Frogger. **MouthMan,** version of packMan. **Bi-Planes,** This is the most additive games we have played here 2 player only. **Trail¤ Blazer,** CMB 64 Classic. **Scamble**.
☐X **2620 DR.MARIO** A Strange Tetris like game where you move coloured pills down the screen. 3 in a row go's
☐X **2621 ETERNAL ROME** Start the roman Empire from 32BC. Build fleets, armies & send them into battle.
☐X **2622 DONKEY KONG** Original platform game in which you must rescue the girl. + Mad Bomber.
☐X **2674 INTERPID** In the Artic ice you control a tank on a mission to rescue hostages in this superb Amiga origional
☐X **2676 AMI MORIA v5.4** Loads of new features like better graphics, larger dungeons, On screen updates, overview of the dungon's map & Loads more.
☐X **2710 CLASH OF THE EMPIRES v2.1** Strategical War Game By T.A.Sear Shoebury's war Gaming Club. **(2)**
☐X **2712 ACT OF WAR** Simular in style to the classic game Laser Squad. You control a team of special troops.
☐X **2715 TANK ATTACK** This is a 1-4 player version of the Classic Cartridge game Combat. 4 Joysticks can be used.
☐X **2716 RESCUE** Space ship game simular to Scrample. Excellent graphics
☐ **2721 E-TYPE II** Asteriods adventure where you jet around collecting weapons
☐X **2723 SOLITAIRE** Popular card game on the amiga. Excellent version.
☐X **2724 NEIGHBOURS** This is the best graphical adventure game **(2)**
☐X **2732 CYBERNETIX** Defender / Star Gate style game with super fast scrolling.
☐X **2738 AIR TRAFFIC CONTROL** You have to try & guide upto 100 planes in this AirPort Simulator.
☐X **2775 ROULETE ROYAL** Gamle at the casio with this excellent game.
☐X **2778 SOCCER CARD** Very simple Football Management game.
☐X **2802 CARD-O-RAMA** Conatins Sea heven, Crib Master, Klondike, Black-jack, Spades, Street & Alleys & Poker.
☐X **2803 PUZZLE-O-RAMA** Contains Gold, Dumbbell, Flying, Cobra, Bunny, Get My Goat, Wordhai, Rmyca & Rabbit.
☐X **2808 LADY BUG** Another of the old classic games converted for the amiga computer. Excellent fun for all
☐X **2811 WIZZ WAR** The shoot em up with fireballs not fire power. Take the wizard through various Unknown Lands
☐X **2814 BULL RUN v1.3** This is one of the classic strategy games. Very popular
☐X **2823 GRAND PRIX MANAGER** It's the first type of Grand Prix *Managem-ent* on Amiga. Great or What. Not A600
☐X **2825 ALL ROUNDER** Cricket game simulation with graphics.
☐X **2826 TALISMAN** Citadel Miniatures dwarfs in a shock horror game done in the best possible taste. **(2)**
☐X **2842 CRAZY SUE II** Sequal to the all time best selling PD Game.
☐X **2843 ROTON** This requies 2 players but is very aditive for people you liked the original thrust game.
☐X **2851 AMERICAN FOOTBALL COACH** A Management game for American Football Fans.
☐X **2854 SPACE INVAIDERS II** A comptily revised version of that old classic Space Invaiders.
☐X **2855 DELUXE PACKMAN** A conversion / revision of PackMan. Features some new additions.
☐X **2863 FIGHTING WARRIORS** is a 1 / 2 player karate / Kung Fu combat fighting contest game.

CLIP ART

All The Clip Art packs are 99-100% Full & now feature a slideshow option & Workbench friendly
☐X **CA1 (5)** Sports, Flags, Animals, cartoons, Humorous, Xmas, Jewish, borders, Halloween, valentines, eyes, alphabets, hands,zodiac,cars.
☐X **CA2 (5)** *Men, woman,*Illuminated A to Z, arrows, stars,explosions, humorous, cartoons, painting hands.
☐X **CA3 (5)** Fruit, Herbs, Meat, Arrows, Special Ocassions, Vegetables,KitchenUtenols,Cups,Glass,Art Deco, Breakfasts.
☐X **CA5 (5)** Christmas Pack over a & 20th century from father christmas to borders to trees & borders.
☐X **CA6 (2)** *Mythological Monsters* an excellent pack of creatures from all over the world: Japan, Europe, India, North America, S.America ect.
☐X **CA7 (2)** Pictures of the most popular flowers, plus arrangemts,silohuettes,flowers in vases.
☐X **V707 SCALEABLE CLIP ART** Completely new scaleable Clip pictures for Pro Draw. EPS format
☐X **V689** WALT DISNEY ☐X **V419** VIZ
☐X **V864** PRO DRAW ☐X **V421** GARFIELD
☐X **V895** DISNEY COLOUR ☐X **V497** BEATRIX POTTER

STAR TREK

☐X **AT05 KLINGON D7 CRUISER** fires torpedoes while passing by **NCC-1864**
☐X **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A** The classic original Anim
☐X **AT22 APPROACHING VESSELS,** Animation, Binary Flight Wireframe
☐X **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over
☐X **AT33 THE PROBE II** Anim. **BRID OF PREY**
☐X **AT34 LEAVING SPACE OFFICE, DOCKING, ATTACK MODE,** Bird of Prey Scout hip in attack
☐X **1060 STAR TREK *: TNG** This game is by Terry A. Mc Intosh. v1.47
☐X **1081 THE UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now with English instructions.
☐X **2222 STAR TREK THE NEXT GENERATION** This is the latest quiz game based on the THG **(2)**
☐ **2501 STAR TREK (2)** Game / Jimbo Barber. American version **1Mb**
☐X **2503 STAR TREK** Game by Eric Gustafson US Inport **1Mb & (3)**

DEJA VU SOFTWARE £4.99

☐X **LP35 T-TECDRAW** The best Drawing program with it's field. recommend By PD-Soft
☐X **LP44 FORMULA ONE** The best Formula one managment game on the Amiga. BEST SELLING
☐X **LP47 DIRTY CASH v1.06** Has been hailed as the best fruit Machine Simulator availible.
☐X **LP77 POWERBASE** Is a database that should cater for evertones needs. A very professional program which can store upto 10,000 records.
☐X **LP81 POOLS PRO** Who wants a better chance of winning the pools? Everybody needs this disk.
☐X **LP98 POWERTEXT** Very good WP with a built in spell checker. Disk contains full instructions.
☐X **LP101 MORSE COSE TUTOR** If you want to learn Morse code this program is a must.
☐X **LP102 DISTANCE ESTIMATOR** This is an amateur radio utility which calculate distances
☐X **LP104 MONEY MONITOR** A home accounts utility that can keep track of upto 3 separate bank accounts.
☐X **LP108 FAMILY HISTORY DATABASE v2.0** The improved version with a conversion program for people are still using the previous version.
☐X **LP111 STOCK CONTROL v1.0** This program was written with user friendliness in mind.
☐X **LP112 INVOICE/ORDER MANAGER** Print invoices with your own letterheads. V.A.T catered for
☐X **LP115 ROOTS** Another family History program but different from Family History because of the Family Sheet option where most of the data & notes are stored
☐X **LP118 HDM** If you require a *Menu System* for your hard drive then this is it. 10 selections per menu and you can have as may menus as you want.
☐X **LP125 LYNX FILE COPIER** Is specifically for users who do not have a second disk drive.
☐X **LP127 VIKING SAGA** Is a strategy game which you play the role of Akillion Striving and you must remove your neighbouring kings.

TOP DEMO DISK CHART

☐ 1 X **2815** A1200 LAWNMOWER MAN **(2) (NE)**
☐ 2 X **2858** JESUS ON E'S / LSD **(2) (NE)**
☐ 3 X **2633** XPOSE / THE SILENTS **(2)**
☐ 4 **2749** ULTIMATE DANCE / INTENSE
☐ 5 X **2845** LEMMINS REVENGE ANI **(2) 2Mb (NE)**
☐ 6 X **2623** TIME ZONE / TRSI **(2)**
☐ 7 **2632** TECHNO CONSPIRACY/ MAJIC12
☐ 8 X **2762** REFLEX / LEQUID
☐ 9 X **2524** MELON / HUMAN TARGET
☐ 10 X **2860** THE AD ANIM **(3) 3Mb (NE)**
☐ 11 X **2250** ODYSSEY BY ALCATRAZ" **(5) 1Mb**
☐ 12 X **2847** SPEED LIMIT ANIM **(3) 3Mb (NE)**
☐ 13 **2763** ITS TIME TO PLAY
☐ 14 **2781** RAVE ATTACK II **(NE)**
☐ 15 **2602** TECHNO TOWER / PARADISE
☐ 16 **2833** TECHNO TRANCE III **(NE)**
☐ 17 **2765** PRISM / MELON **(NE)**
☐ 18 **2753** HISTORY OF HOUSE MUSIC **(2) (NE)**
☐ 19 **2760** PSYCHIC / EFFECT **(2) (NE)**
☐ 20 **2807** CLASSIX SCI-FI MOVIE

LISTS & UPDATES Please rush be the following Free of charge Printed lists. ☐ DEJA VU. ☐ A64 Package (2 Pages). ☐ More Utilities & Games (4 Pages) ☐ The Latest Fred Fish Update. ☐ IBM PD Software. ☐ I have includes 3 Blank disks, Please send me your catalogue disks 1-3.

ORDERING BY POST Please tick the boxes to the left of the disk numbers with a coloured pen, Hi-Lighter or just outline the disk(s) you want to order. After selecting your order please fill in your Personal details on the order form provided. CUT OUT or Photocopy this advert and Post to the Address above. Hand written orders are also acepted. Cheques & Postal orders should be made payable to: PD-SOFT. If you have ordered before please tick the Account Number box or just fill in your Account number which was on your previous delivery note.

TELEPHONE ORDERS Credit Card orders can be accepted on our Telephone / Fax HotLine during normal working hours.

COLLECTING DISKS You can now collect any disks at our office address 6-8 Durham Road, Unit 2, Southend-On-Sea, ESSEX, SS1 2YD. Orders are quicker if you ring in advance.

EEC ORDERS When ordering from within a European country remember that there is a min order of 5 disks and all orders sent by AIRMAIL Free of charge. Eurocheques are acepted. Non EEC orders please add 10% of the total costs (Min £1.00).

INTERNATION ORDERS All orders are sent by Air Mail. Please add 20% to your order's total (Min £2.00). Cover any postage costs. Cheques must be drawn on a U.K. Bank.

NAME
ADDRESS
POSTCODE A/c No TELEPHONE
AMIGA PLUS OWNER'S (X) = IT WORKS OK
CREDIT CARD NUMBER (MASTERCARD or VISA) EXPIRY DATE
TOTAL PD PRICE £
TOTAL PD DISKS #

☐ **Pagestream Fonts 1-15** This Font Pack took over 10 months to produce. The only comprehensive set of fonts that works flawlessly on your Amiga, Fulfilling your font needs from A to Z. **(15 Disks).**
☐ **100 ProPage v3.0 Fonts** These's fonts have all been tested with the Font Convert program. Disks V801 to V805 **(5 Disks).**
☐ **ProPage v3.0 Fonts 2-13** These's fonts enclude all of the above Propage fonts and more, Also they have already been converted for you. v883 - v887 and v913 - v919. **(12 Disks)**

PRICES ARE PER DISK	
1.........Disks	£3.00
2-5.....Disks	£2.75
6-10....Disks	£2.50
11-20..Disks	£2.00
21-50..Disks	£1.75

ACCESSORIES ☐ MOUSE PAD **£3.49**
DUST COVERS £4.49 ☐ A500 ☐ A600
☐ A1200 **£4.99** ☐ LC10 ☐ LC24/10
☐ 3.5 DISK CLEANING KIT..........**£3.49**
DISK LABELS 3p Each / Min 50 or
☐ (£11.99 for 1000. Which Includes P&P
DISK BOXES ☐ 40 **£5.49** ☐ 80 **£8.99**

COMPLETE FRED FISH Has been professional printed, bound & has a sorted index of all the disks. It now stands at over 170+ Pages. It also comes with free update pages as the new disks are released. FRED FISH is a collection of Amiga Games, Utilities & *Much More*. Each disk is totaly packed with programs. All Fred Fish disks come with full instructions. **£6.99** ☐

CATALOGUE DISKS Tired of boring catalogue disks? Get the unique, easy to use Database Disks. They contains details of over **6,000** disks & are all available directly from stock. A multitude of options including Search & Print. Contains details on **FRED FISH,** TBAG, Amos, FAUG, SMAUG, Scope, Agatron, APDC, Amicus, Slip Disk, NZAUG, TOPIK & **DEJA VU.** **NEW...NEW...NEW...** **3 Complete Disks full.** **£2.50** 1Mb ☐ 2Mb+ ☐

Any other disks or Budget Software

TOTAL PRICE £ ______.____

THE KEY (LP) Deja Vu Disk Costs £4.99 **(??)** Title has ?? disks **(?Mb)** Requires ?Mb Amount of memory **(X)** This disk / Title works on WB v2.04+ **(@)** This disk will only work on WB v2.04+ *Machines* **A1200** - We are now testing the disks.

PD-SOFT NOW STOCKS IBM-PC PD PHONE FOR A PRINTED LIST or AN UPDATE

PYRAMID P.D.

GAMES

- G001 DR. MARIO: COLUMNS CLONE
- G002 DONKEY KONG: BRILLIANT
- G003 DRAGON TILES: GOOD PUZZLER
- G004 QUIK + SILVA: VERY GOOD
- G005 ACT OF WAR: GOOD STRATEGY
- G006 TRAILBALZER PLUS OTHERS
- G007 DIPLOMACY: GOOD STRATEGY
- G008 MAGNATRON: TOP NOTCH GAME
- G009 AMOS CRICKET: THE BEST YET
- G010 BALDY: HILARIOUS PUZZLER
- G011 AIRPORT: CONTROL AIRPORTS
- G012 E-TYPE II: EXCELLENT GAME
- G013 LLAMATRON: WEIRD GAME
- G014 REVENGE OF THE MUTANT CAMELS
- G015 PUGGLES: Q-BERT CLONE
- G016 E-TYPE: ASTEROIDS VARIENT
- G017 LEGEND OF LOTHIAN: RPG
- G018 CRAZY SUE: PLATFORM ROMP
- G019 CHAINSAW MASSACRE: GORY
- G020 SPACE RESCUE: LIKE SCRAMBLE
- G516 ASI 16: WASTELANDS, ETC...
- G526 ASI 26 SMASH TV, ETC...

UTILITIES

- U001 BOOTX 4.50/5.01: THE LATEST
- U002 MAGNETIC PAGES: MAG EDITOR
- U003 EDWORD 2.2: TEXT EDITOR
- U004 DATABASES: VARIOUS DBASES
- U005 PC TASK: PC EMULATOR
- U006 SID 2: DISK/FILE MANAGER
- U007 TEXTPLUS 3: WORD PROCESSOR
- U008 DISK COPIER COLLECTION
- U009 POWERBENCH: REPLACEMENT WB
- U010 VARIOUS EMULATORS: ST/C64
- U011 A500+ EMULATOR: IT WORKS !
- U012 ASSASINS MULTIVISION UTILS
- U013 ASSAISINS HANDY TOOLS III
- U014 GRAFIX CONSTRUCTION KIT
- U015 KEFRENS METALLION UTILS
- U016 MESSYSID V2: TRANSFER DOS FILES
- U017 DEMOLISHER: 200 UTILS
- U018 ASTRO 22: ASTROLOGY PROGRAMME
- U019 NIGHTFLYERS UTILS 4
- U020 FREE PAINT: PAINT PACKAGE
- U021 RED DEVILS UTILITY DISK 6
- U022 C-LIGHT: RAY TRACER

MUSIC

- M001 MED 3.21: GREAT TRACKER
- M002 SAMPLE MAKER: JUST THAT
- M003 SUPERSOUND II: ADD FX
- M004 RAIDERS RIPERS: RIP THOSE MODS
- M005 ASSASINS AUDIOMAGIC II
- M006 DOCTOR WHO THEME TUNES
- M007 SGT. PEPPERS MUSIC: 2 DISKS
- M008 MANIACS OF NOISE: 13 SONGS
- M009 MUSIC FROM URANUS II
- M010 ART OF MED: 10 MUSIC MODS

DEMOS

- D001 FRAXIONS DEMO: GRUESOME
- D002 CRIONICS DEMO: BRILLIANT
- D003 COMPLEX DELERIUM: VERY GOOD
- D004 DEVILS NO REALITY: WEIRD
- D005 GODS MEGA DEMO: OKAY DEMO
- D006 MAXIMUM VELOCITY: BRILLIANT
- D007 AABSOLUTE DEMO: GREAT FX
- D008 SILENTS GLOBAL TRASH
- D009 SILENTS ICE: REALLY GOOD
- D010 SILENTS XPOSE: 2 DISKS

PRICES

1-5	DISKS	£1.75	EACH
6-19	DISKS	£1.25	EACH
20+	DISKS	£1.00	EACH
POSTAGE AND PACKAGING		£0.50	

SPECIAL: EVERY 50th ORDER FREE

SEND TO:

MAKE CHEQUE/PO PAYABLE TO:

PYRAMID P.D.
262 ALEXANDRA ROAD,
ASHINGTON,
NORTHUMBERLAND,
NE63 9RJ.

Run by Amiga enthusiasts for Amiga enthusaists

LOWEST PRICED TOP QUALITY RIBBONS

	1 off	2+	5+
Amstrad DMP 2000/3000	2.80	2.65	2.45
Amstrad DMP 4000	3.66	3.51	3.31
Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50
Citizen Swift 24 Colour	12.81	12.66	12.46
Commodore MPS 1220/1230	4.50	4.35	4.15
Epson LQ400/500/800/850	3.45	3.30	3.10
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55
Epson FX/MX/RX100/FX/MX1000	3.36	3.21	3.01
Epson LX80/86/90	2.12	1.97	1.77
NEC Pinwriter P2200	3.03	2.88	2.68
Panasonic KXP1123/1124/1140	3.46	3.31	3.11
Panasonic KXP1080/1180/90/1592	2.89	2.74	2.54

	1 off	2+	5+
Star LC10/20 Black	2.29	2.14	1.94
Star LC10/20 Colour	6.00	5.85	5.65
Star LC200 Black	3.00	2.85	2.65
Star LC200 Colour	9.78	9.63	9.43
Star LC24-10/200 Black	2.86	2.71	2.51
Star LC24-10/200 Colour	9.63	9.48	9.28

Canon BJ-10 Inkjet Cartridge	Original 17.54 each		
HP Deskjet Cart. (Double Cap)	Original 21.79 each		
Canon BJ-10 Refill (Twin Pack)	11.00	10.60	9.95
HP Deskjet Refill (Twin Pack)	11.00	10.60	9.95

Ring for ribbons, inkjet cartridges and inkjet refills not listed

Ring us and we will beat all other prices

0543 250377

Ring us or send cheques to:
Owl Associates, Dept 47, Owl House,
5 The Brambles, Lichfield, Staffs WS14 9SE
ALL PRICES INCLUDE VAT & DELIVERY

0543 250377
E & OE

Sale

ACCOUNTS	
Arena Integrated	69.56
AccountsMaster (PC)	19.74
Cashbook Controller	34.78
Home Accounts (bundle)	9.87
Personal Finance Mngr	14.57
BOOKS	
Amiga 3D Gfx Prg. Basic	14.95
Amiga Asm Lngg. Prg.	12.95
Amiga Basic Manual	7.95
Amiga C For Adv. Prg.	24.95
Amiga Desktop Video	14.95
Amiga Desktop Video Pwr	18.95
Amiga Enhancer 1.3 Mnl	6.95
Amiga For Beginners	14.95
Amiga Graphics I/O	24.95
Amiga Prog. Handbook	19.95
Amiga Printers I/O	19.95
AmigaDOS Dabhand Gd	9.95
Beginners Guide Amiga	12.95
Get The Most / Amiga 92	4.95
Get The Most / Amiga 91	2.95
Inside Amiga Graphics	14.95
Making Music On Amiga	19.95
TeX For The Impatient	19.95
The Best Tricks And Tips	18.95
The Home Computer Book	6.95
CABLES	
Too many to list, please call !	
CAD	
IntroCAD Plus	64.86
COVERS (Deluxe Buff)	
14 Inch Monitor/Keyboard	7.05
For 1084 & 8833 Monitors	7.52
Amiga 500 Keyboard	6.11
Atari ST Keyboard	5.64
Atari SM124 Monitor	7.52
Citizen 120D Printer	6.58
IBM AT Keyboard	5.64
IBM PC Keyboard	5.64
Panasonic KXP1081 Prntr	6.58
Star LC24-10 Printer	6.58
DATABASES	
HomeBase	19.74
Image Finder	39.95
InfoFile	19.74

InfoMaster (IBM PC)	19.74
Mailshot Plus	29.61
Organiser (MSS)	9.87
Prodata (Amor)	49.82
DTP	
Gold Disk Type; Publisher	24.91
Gold Disk Type; Designer	24.91
Gold Disk Type; Decor	24.91
Gold Disk Video; Decor 1	49.82
Pagestream 2.2	124.55
EDUCATION	
Dinosaur Discovery Kit	19.74
Money Matters	13.63
Picture Book	13.63
Primary Maths Course	18.80
Target Maths	13.63
GRAPHICS	
Animation Studio (Disney)	59.69
Art Department	39.95
C Light	19.74
Deluxe Paint 3 Bundle	14.57
Deluxe Paint 3 Full	29.61
Graphics Starter Kit	39.95
Icon Paint	7.99
Photon Paint 2 HAM	19.74
Photon Paint 1	9.87
Pixel 3D	49.82
Real 3D Beginners	99.64
ScapeMaker	24.91
Scenery Animator	49.82
Sculpt 3D XL	79.90
Spritz Paint	14.57
HARDWARE	
Cheap Joysticks	2.82
Chip Normal Denise	14.57
Chip Normal Gary	9.87
Chip ROM Kickstart 1.3	19.74
Cleaner For 3.5" Drives	3.76
Cleaner For 5.25" Drives	3.76
Cross Over Box D25S	14.57
Cross Over Box C36S	14.57
Flicker Master	9.87
Megablaster Joystick	3.76
Monitor Station 14 Inch	11.75
Quickjoy Junior SV120	4.70

Quickshot Wizmaster	8.93
Rendale 8802 Genlock	139.59
ROM Share / Switched	14.95
ROM Share / Keyboard	19.74
Switch Auto Jystck/Ms	11.75
INTEGRATED	
Office (Gold Disk)	59.69
The Works Platinum 2	39.95
The Works Bundle 2	24.91
MULTIMEDIA	
AmigaVision	29.61
PROGRAMMING	
AMOS 3D	19.74
AMOS Creator	24.91
GFA Basic Interpreter	9.87
RIBBONS	
CBM MPS1230 Unbr.	3.29
CBM MPS1500 Unbr.	4.24
Citizen 120D Unbranded	2.35
Citizen Swift 24 Branded	4.23
Disk Labels 3.5" 1000	9.87
Disks 5.25" DSHD 10 Br.	9.87
Epson LQ400 Unbr	2.35
Epson LX800 Unbr	1.88
Epson LX800/RX80 Br	2.82
Epson LX80/86 Unbr.	1.88
NEC P6 (P660) Branded	6.58
Panasonic KX-P1124 U.	3.29
Star LC/XB24-10/15 Br.	5.64
Star LC/XB24-10/15 Clr.	11.75
Star LC10/NX1000 Clr Br.	5.17
Star LC10/NX1000 Br.	3.76
Star LC10/NX1000 Unbr.	3.29
Star LC200 Branded	5.64
SOUND	
MIDI Synergy	9.87
Sequencer One	29.61
Sonix 2	39.95
Studio Magic	9.87
UTILITIES	
B.A.D. Disk Optimiser	24.91
Byte 'N Back HD Backup	14.57
Disk Directory Manager	14.57
Doctor Ami Analyser	19.74
GB Route Planner	19.74

Quarterback HD Tools	44.65
Secretary Scheduler	24.91
Touch Typist Typing Tutor	12.69
VIDEO	
Digi View Gold 4 Digitiser	99.64
TV Show & Text Titling	29.61
Vidi Amiga PAL Digitiser	49.82
Vidi Amiga C.C.Solution	119.85
WORDPROCESSORS	
Excellence 2 (MSS)	54.99
Final Copy (Softwood)	39.95
Final Copy 2 (Softwood)	69.56
KidsType with speach	14.57
Protext 4.3 (Amor)	29.61
Protext 5 (Amor)	89.77
ProWrite 3.1 (NH)	70.63
QuickWrite (NH)	29.61
Scribble Platinum 2 (MSS)	29.61

Programming Services

As long term Amiga retailers and programmers, we can advise on suitable languages for an application, and even write the application for you if required. Please call if this is of interest to you.

Applications

Plants For All Seasons
A botanical encyclopedia.
Gardener version £39.95
Botanist version £99.95

Counting House
A comprehensive, programmable, integrated accounts package

Librarian
Capable of storing information on a wide range of media types from books to videos.

VISA

Access

All prices include VAT
Postage: UK Free, EC £6, Europe £8, World £16
Payment: Access, Visa, London Sterling Cheques

0983 551 496

Applied Research Kernel, Corve Farmhouse, Corve Lane, Chale Green, Isle Of Wight, PO38 2LA, U.K.

COMPUTER & Design SERVICES

DEPT CUPD.
24, BLACKMOOR CROFT,
TILE CROSS,
BIRMINGHAM. B33 OPE.
TEL: 021 779 63 68

OPENING 10-5+30 WEEKDAYS AND 12- 4 SAT.

JUST SOME OF OUR 1000,S OF TITLES!

UTILITIES

- CDU-253 BOOT INTRO CON SET.
- CDU-228 AMIGAFOX 1.1 (DTP)
- CDU-258 KING JAMES BIBLE.(3)
- CDU-249 SUPERKILLERS 2.3
- CDU-229 WINDOWS BENCH (2)
- CDU-237 HAMLAB 0.9.
- CDU-236 NORTH C 1.3
- CDU-239 C-MANUAL (3)
- CDU-232 TEXT ENGINE 3.0
  Now with spell checker!
- CDU-262 PC TASK (PC Emulation.)

EDUCATIONAL

- CDE-1 LEARN & PLAY 1
- CDE-2 LEARN & PLAY 2
- CDE-4 TC-ASTRONOMY
- CDE-5 TC-DINOSAURS.

GAMES

- CDG-37 AIR ACE 2
- CDG-38 ELE TRAIN SET
- CDG-45 DRIP!
- CDG-LEMMINGOIDS.

DISK PRICES :
1 - 5 = 1.50
6 - 10 = 1.30
11 - 20 = 1.10
21 - 30 = 0.90
30+ CALL
CATALOGUE DISK £1.00

PD WITH ATTITUDE

BOOKS FOR THE AMIGA

Amiga for Beginners	£12.95
Amiga BASIC Inside & Out	£18.95
Amiga Machine Language	£14.95
Amiga 3D Graphics in BASIC	£16.95
Amiga Intern (d)	£32.95
Amiga C for Beginners	£16.95
Mastering Amiga Workbench	£19.95
Amiga DOS Inside & Out (d)	£19.95
Best Amiga Tricks & Tips (d)	£24.95
Amiga Printers Inside & Out (d)	£29.95
Making Music on the Amiga (d)	£29.95
Amiga Desktop Video Power (d)	£24.95
Using Arexx on the Amiga (d)	£29.95
The Amiga DOS Manual 3rd Edition	£21.95
Kids & The Amiga 2nd Edition	£15.95
Amiga Graphics Inside & Out	£29.95
Amiga Desktop Video 2nd Edition	£18.95
Amiga ROM Kernal: Includes	£32.95
Amiga Made Easy	£12.95
Little Red Workbench 1.3 Book	£14.95
Intuition Practical Guide	£16.95
Official Amiga Vision Handbook	£20.95
Mastering Amiga Beginners	£19.95
Mastering Amiga DOS 2 Vol 1 (d)	£21.95
Mastering Amiga DOS 2 Vol 2	£19.95
Mastering Amiga C (d)	£19.95
Mastering Amiga Printers (d)	£19.95
Mastering Amiga System (d)	£29.95
Amiga ROM Kernal: Libraries	£32.95

Amiga ROM Kernal: Devices	£24.95
Amiga Hardware Ref: Manual	£24.95
Amiga Interface Style Guide	£18.95
Mopping the Amiga	£19.95
Amiga DOS: Dabhand Guide	£14.95
Amiga BASIC: Dabhand Guide	£15.95
Get The Most From Your Amiga	£9.95
2 Campanion Disks for above	£4.00
Mastering Amiga Assembler	£24.95
Becoming an Amiga Artist	£16.95
See ourDabHand Guide 3rd Edition	£16.95
Amiga Game Makers Manual	£16.95
Amiga BASIC: Dabhand Guide	£15.95
Little Blue Workbench 2 book	£14.95
Program Design Techniques	£16.95
Commercial Games Prog. Guide	£11.95
Amiga World AmigaDOS2Campanion	£22.95
Amiga Microsoft BASIC Prog. Guide	£10.00
AmigaDOS Ref Guide 2nd Ed (WB1.2)	£5.00
Amiga Hardware Ref.Manual 2nd ED	£10.00
Amiga Desktop Video (Compue!)	£10.00
Amiga Programmer's Guide	£10.00
Mastering Amiga Arexx	£21.95
A600 Insider Guide	£14.95
A1200 Insider Guide	£14.95
Amiga Five-Five 0	£9.95
Adventure Gamers Manaual	£12.95
Amiga Real Time 3d Graphic	£14.95
Computers and Chaos - Amiga Ed	£12.95

Prices include postage in UK. Europe add £1 per book. Airmail outside Europe add 25%. Access & Visa cards accepted. Tel/Fax 0706 715028. Cheques/Posta orders payable to: DTBS. Descriptive catalogue available on request. Orders normally processed within 24 hours.

SPECIAL OFFER TO CU AMIGA READERS: 10% discount on orders over £35.00. You MUST quote Dept CU01 to claim discount. Orders normally processed on day of receipt.

Price match - we will match any lower prices offered in this issue.

DTBS (DeptCU01), 18 Norwich Avenue,
Rochdale, Lancs OL11 5JZ
NEW SHOWROOM (please telephone first) now open - 413
Manchester Road, Rochdale OL11 3PG

CITIZEN PRINTERS
FROM SILICA SYSTEMS

- **FREE DELIVERY** Next Day - Anywhere in the UK mainland
- **WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
- **FREE STARTER KIT** Worth £57.58 - With Citizen dot matrix printers from Silica
- **FREE HELPLINE** Technical support helpline open during office hours
- **2 YEAR WARRANTY** (including the dot matrix printer head)
- **FREE COLOUR KIT** With every Swift 9

200 SHEETS PRINTER PACK
MICROPAKS
CITIZEN
FREE! STARTER KIT
WORTH £57.58
INC VAT

FREE STARTER KIT INCLUDES:

- 3½" Disk with Amiga Print Manager (see right)
- 3½" Disk with Windows 3.1 Driver
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

AMIGA PRINT MANAGER V2.01
For faster printing from your Amiga, with clearer images and more vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.
Features include:

- Improved Image Smoothing
- Gamma/Colour Correction
- Image Scaling
- Colour Separation
- Reduces/Eliminates Banding

KIT VALUE **£49** + VAT

CITIZEN PRINTERS
WITH 2 YEAR WARRANTY

24 PIN 270 CPS 80 COLUMN

2 YEAR WARRANTY
COLOUR KIT OPTIONAL EXTRA
CITIZEN Swift 200
FREE! STARTER KIT WORTH £49 +VAT SEE LEFT

- Citizen Swift 200 - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer (40K max) + 6 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Kit - Optional Extra (See Below)
- FREE Silica Printer Starter Kit

SWIFT 200

RRP	£269
SILICA STARTER KIT	£49
TOTAL VALUE:	£318
SAVING:	£139
SILICA PRICE:	£179

£179
+VAT=£210.33 - PRI 2490

9 PIN 144 CPS 80 COLUMN

2 YEAR WARRANTY
CITIZEN 120D+
FREE! STARTER KIT WORTH £49 +VAT SEE LEFT

- Citizen 120D+ - 9 pin
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref: PRI 2125 when placing your order with Silica.

CITIZEN 120D+

RRP	£199
SILICA STARTER KIT	£49
TOTAL VALUE:	£248
SAVING:	£133
SILICA PRICE:	£115

£115
+VAT=£135.13 - PRI 2120

RETURN THE COUPON FOR YOUR FREE COPY OF SILICA'S

NEW CITIZEN CATALOGUE

PERIPHERALS & ACCESSORIES

STAND OFFER

PRINTER NOT INCLUDED
NEW LOW PRICE!

CITIZEN PRINTER STAND

For Swift 9, 24, 24e, 200, 240 and 224 Printers

- Helps keep pace with Citizen Printer's powerful paper handling
- Robust & Durable Construction
- Saves space and protects continuous stationery from dust and damage
- Compatible with bottom and rear feed operation

RRP ~~£23.00~~ EXC VAT

£19
+VAT= £22.33 - PRA 1242

SHEET FEEDERS

PRA 1200	120D	£71.38
PRA 1215	124D/224/Swift 9/24	£88.70
PRA 1228	124D/224/Swift 9/24	£42.00

SERIAL INTERFACES

PRA 1189	120D+	£56.45
PRA 1209	Swift 9/9x/124D/224	£32.25
PRA 1709	Swift 24/24x/24e	£26.38

32K MEMORY EXPN

PRA 1753	124D/224/Swift 24	£13.10

PRINTER STAND

PRA 1242	124D/224/Swift 9/24	£22.33
PRA 1274	Swift 9X/24X	£30.66

ORIGINAL RIBBONS

RIB 3520	120D/Swift 9 Black	£2.91
RIB 3949	Swift 9x Black	£7.15
RIB 3924	124D/Swift 24 Black	£4.70
RIB 3936	224/Swift 9/24 Colour	£15.63
RIB 3248	PN48 Single Strike	£3.61
RIB 3348	PN48 Multi Strike	£3.61

COLOUR KITS

PRA 1236	224/Swift 9/24e/200/240	£35.25
PRA 1240	Swift 9x/24x	£35.25

PN48 ACCESSORIES

PRA 1148	PN48 Battery	£46.70
PRA 1155	PN48 Cable Extn	£29.37
PRA 1162	PN48 Car Adaptor	£16.80

24 PIN 300 CPS 80 COLUMN

2 YEAR WARRANTY
CITIZEN Swift 240
FREE! STARTER KIT WORTH £49 +VAT SEE ABOVE

- Citizen Swift 240/240C - 24 pin - 80 col
- 300cps SD (15cpi), 240 cps Draft, 80cps LQ
- 8k Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-40pts)
- Font Cartridge Slot - for plug in 'style' fonts
- Parallel interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F, Auto Emulation Detection
- Command Vue IV Front Control Panel
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240c, Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

SWIFT 240 MONO

RRP	£339
STARTER KIT	£49
TOTAL VALUE:	£388
SAVING:	£149
SILICA PRICE:	£239

£239
+VAT=£280.83 - PRI 2560

SWIFT 240C COLOUR

RRP	£359
STARTER KIT	£49
TOTAL VALUE:	£408
SAVING:	£149
SILICA PRICE:	£259

£259
+VAT=£304.33 - PRI 2571

9 PIN 192 CPS 80 COLUMN

2 YEAR WARRANTY
NEW LOW PRICE!
CITIZEN SWIFT 9
FREE COLOUR KIT
FREE! STARTER KIT WORTH £49 +VAT SEE ABOVE

- Citizen Swift 9 - 9 pin - 80 col
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer
- 3 Fonts
- Parallel Interface
- Graphics Res: 240 x 240dpi
- Epson and IBM Emulation
- Proportional Spacing
- FREE Colour Kit
- FREE Silica Printer Starter Kit

SWIFT 9

RRP	£199
COLOUR KIT	£38
SILICA STARTER KIT	£49
TOTAL VALUE:	£286
SAVING:	£127
SILICA PRICE:	£159

£159
+VAT=£186.83 - PRI 2209

- Citizen Swift 24x - 24 pin - 136 col
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP	£489
SILICA STARTER KIT	£49
TOTAL VALUE:	£538
SAVING:	£239
SILICA PRICE:	£299

£299
+VAT=£304.33 - PRI 2574

192 CPS 136 COLUMN

2 YEAR W'TEE
NEW LOW PRICE!
CITIZEN SWIFT 24X
FREE! STARTER KIT
WORTH: £49 +VAT SEE ABOVE

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- 53cps LQ - 4K Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Res: 360 x 360dpi
- Epson, IBM, NEC P6 & Citizen Emulation
- Power: Mains, Battery or Car Adaptor

RRP	£325
TOTAL VALUE:	£325
SAVING:	£126
SILICA PRICE:	£199

£199
+VAT=£233.83 - PRI 2100

64 CPS 80 COLUMN

2 YEAR W'TEE
CITIZEN PN 48
NEW LOW PRICE!

- Citizen Projet - inkjet - 80 col
- 360cps Draft, 120cps NLQ
- 50 Nozzle Head - Whisper Quiet 47dB(A)
- 8K Printer Buffer + 3 Fonts
- Optional HP Compatible Font cards
- Parallel Interface
- Graphics Res: 300x300dpi
- HP Deskjet plus emulation

RRP	£496
TOTAL VALUE:	£496
SAVING:	£151
SILICA PRICE:	£345

£345
+VAT=£405.38 - PRI 2090

360 CPS 80 COLUMN

NEW LOW PRICE!
2 YEAR W'TEE

080193-1200

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available **081-308 0888.**
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA **Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening Fax No: 0702 462363

To: Silica Systems, CMUSR-0393-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own?.............................. 55N

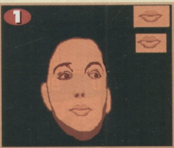
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

ART GALLERY

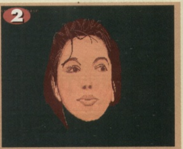
Art Gallery is back! The old master himself, Steve Prizeman, has spent hours squinting at the screen to bring you this selection. More masterpieces are unveiled to illustrate the artistic applications of the Amiga and prove the potential of pixel pictures.

KATE BUSH

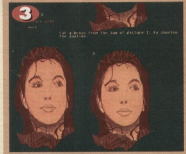
Taking pride of place in this month's Art Gallery is this striking drawing by Alan Smith of Paignton in Devon, entitled 'Kate Bush: The Ninth Wave'. Created with *Deluxe Paint III*, in 16-colour high-res mode, it shows the superb songstress in a characteristically dramatic pose.



1. Alan began by drawing the outline of Kate's face full screen size. The face was then picked up as a custom brush and reduced to half size.

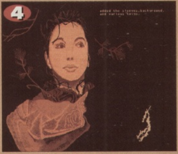


2. The lips were drawn on a spare page, until the correct shape was established. The mouth was then cut out and pasted onto the face.



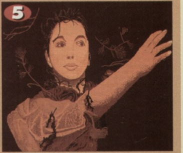
Cut a brush from the jaw of picture 1, to shorten the jawline.

3. Unhappy with the long chin, Alan used the irregular brush to cut around the jawline and paste it slightly further up the face.

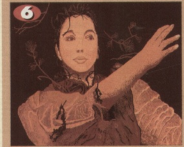


added the sleeves,background, and various twigs.

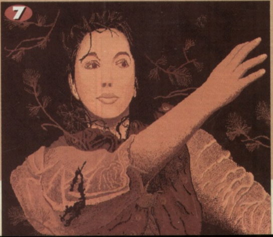
4. What better to give a touch of atmosphere than some foliage? Ruffled sleeves are also added to the central figure.



5. The outstretched right arm is positioned, with care taken to ensure that it is in perspective. The body is filled out by the addition of a waistcoat.

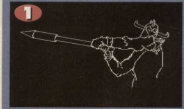


6. Covered by a long and apparently even more ruffled sleeve, the left arm now appears.

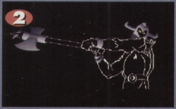


7. With a mottled background, more twigs, and shading on the arm, the drawing is now complete. The twigs and branches were drawn on a separate page, cut into separate pieces, and flipped and rotated to give them a different look prior to their being pasted in new positions on the main picture. Once again, the magnify mode was used to good effect for detailed work.

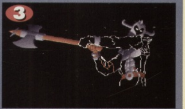
AXE WARRIOR **Next in line is a familiar sight for the CU staff – an axe-wielding maniac. Inspired by an old cartoon, probably 'King Kull of Atlantis', this warrior was drawn by Trond Stromme of Morkved in Norway. Trond spent a week drawing this *DPaint* picture in 64-colour interlace mode.**



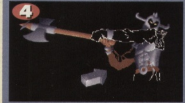
1. The picture commences in straightforward fashion, with the warrior's upper body and axe sketched out in white.



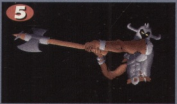
2. The ordinary spread of grey didn't give the desired result. A little blue was added to the colour range and the right effect was achieved.



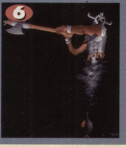
3. The eyes are white at this stage, but don't have quite the same impact as before: they return to yellow in the subsequent stages.



4. The armour is complete, but the difficult part – the skin – remains to be done. The arrow indicates the direction of the light source illuminating the figure.

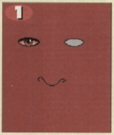


5. Effective use of light and shade and different tones may be seen on the completed arms, which display clear 'muscle definition'.

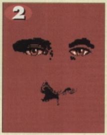


6. Trond added a bottle and a smoke effect to give the impression of a malevolent genie bursting into action. Note how well the smoke blends into the torso of the warrior.

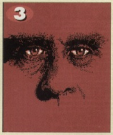
HANNIBAL LECTER **What was that about axe-wielding maniacs? Here's the maniac's maniac, Hannibal (the Cannibal) Lecter himself. The infamous villain of Silence of the Lambs is drawn here in *DPaint IV* by Gary Blakeborough of Doncaster in Yorkshire. Gary used an A600HD, proving that despite its lack of a numeric keypad, the machine may still be put to good effect with *DPaint*.**



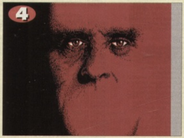
1. Gary used medium resolution and set a palette of 16 colours. The bizarre cubist appearance of this first stage results from the unfilled rectangle tool being used to map-out the area of the face, before basic eyes and nose are drawn.



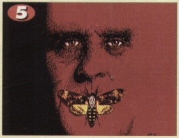
2. The darkest parts of the face, namely around the eyes and nose, are shaded. A large round brush was used for the dense black, whilst smaller brushes added the lighter shading.



3. To put life into the wrinkles and lines of Lecter's face, each pixel was drawn individually using the magnify mode: a time consuming process, especially as two hours of work had been devoted to the eyes alone by this stage.



4. The outline of the face was shaded from top to bottom, using the colours black and dark red. To lighten the shading the coloured pixels were spaced further apart. The rest of the screen was filled with (You've guessed it!) the fill tool once again and Hannibal's jaw line shaded in.



5. The outline of the moth was drawn with the ellipse and curve tools before the correct colouring, its legs, and its shadow were added. A few nips and tucks formed the finishing touches elsewhere on the picture and there you have it – after six and a half hours continuous toil Gary completed his portrait of the world's least welcome dinner guest. Kidneys and chianti anyone?

WRITE BACK

If you have a picture you consider worthy for inclusion in the Art Gallery, please bear in mind the following guidelines when sending material in:

- Include a selection of IFF files showing your drawing at several stages of construction, as well as in its completed glory.
- Include a description of how you produced the effects displayed in each shot. Please ensure that the description is written on a sheet of paper, even if it has been included as a file on the disk.
- If your drawing is based upon the work of another artist or photographer, please include details of their name, the title of the original picture, and where you saw the copy you were working from (a book title, for example).
- Disks bearing drawings featured in the gallery will be retained by CU. If you would like your disk returned please include a stamped addressed envelope (taking into account both the weight and fragility of computer disks).

A copy of the magazine in which their work was featured will be sent to all artists.

Send your disk to: CU Gallery, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

United Public D

The innovators

Look out for the CLR logo!

THE BEST SELECTION OF PD IN THE UK !

GAMES

PG003 AIR WARRIOR Good flight Sim +
PG006 ANTEP & SLOT CARS role playing game+ Y
PG008 ASI 1 Tanx, Rollerpede, Avatris Amigoids etc+
PG009 ASI 2 Invaders,Bally 2,Missile command etc!+
PG010 ASI 3 Megaball & Drip Superb !+
PG011 ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
PG012 ASI 5 Raid, Go Looly & Retaliator+
PG013 ASI 6 Pacman Downhillchallenge Welltrix etc!+
PG014 ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
PG015 ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
PG016 ASI 9 Features Battle pong & Blizzard! +
PG017 ASI 10 Escape, Pipeline, Pickout & Sys!+
PG018 ASI 11 Dad, Connex,Reversi Towers & Trippin+
PG019 ASI 12 Llamatron, Car, Powerpong. Fab!!+
PG020 ASI 13 Twintris, Squamble,Block it,Ball etc!+
PG021 ATIC ATAC Really playable ! + Y
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG051 KILLER CARS Great filled vectors game!+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG080 SERENE Good quality shoot up!+Y
PG081 SERENE II Follow up to the above game +Y
PG085 STARFLEET Nice game done in SEUCK!+ Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG105 WIZZYS QUEST Fab arcade adventure game!+Y
PG108 ASI 14 ChinaChallenge2 & Amiga Columns!+
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR Great new Risk type game,ok plus!+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG131 ATLANTIS A nice looking strategy game! +Y
PG132 ASI 15 Battlecars Lettrix & Mambamove!
PG133 ASI 16 Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defenda, Jetman Bugblaster+
PG135 ASI 18 Henry in Panic Skyflyer Omega race!+
PG136 ASI 19 Growth,FranticFreddy,Biplane & more!+
PG138 BATTLE OF BRITAIN & WAR strategy war games+Y
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG141/3 SWORD OF WARLOCK RPG adventure 2drives
PG146 ASI 20 Microbes Hollywood trivia Coin drop +
PG149 A NIGHT AT THE TOWN Witty text adventure+Y
PG153 WAR very good strategy/arcade game+Y
PG155 ASI GAMES 21 Zeus Tettrix Battlements Dragntiles+
PG156 ASI GAMES 22 Lemmingoids,Wizzys quest Duel etc+
PG157 ASI GAMES 23 Quick money,BIP,Interferon Arcadia+
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG166 RAID III Wicked new shootemup !!!! +Y
PG167 SERENE III From the author of Raid !!!+Y
PG169 ASI GAMES 24 Revenge Dux Croak 3d maze etc!+
PG170 ASI GAMES 25 Mr Brick,Copper,hemeroids,E Type+
PG171 ASI GAMES 26 Superpacman 92 Smash tv Ashido
PG172 ASI GAMES 27 Addictive card games. Really good!+
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG176 TECHNOBAN GAME Quite a nice puzzle game! +Y
PG177 HELLZONE Stunning R-type clone-GET THIS! +
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to alien breed+Y
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG186 ASI 28 Doody, DrMario, Invaders2, Madbomber2+
PG187 ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
PG188 ASI 30 Bounce & Blast, Total Fire Tank attack!+
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG193 MASHIE NIBLICK Yes,a golf game for your Amiga+Y
PG195 KLAKTRIS Suberb quality tetris type game!+
PG197 ANDYS AMOS GAMES 6 good games on here!+Y
PG198 AIRPORT Now you control an airport! +
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG201 APPLE CATCHER Simple fruit collection!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG206 ASI 31 Arazmaz,Crazy pipe, revolution etc!+
PG207 ASI 32 Blob, Sector one & Firefighter! +
PG208 ASI 33 Hyperball & War! +
PG209 ASI 34 Trailblazer, Yelp, Qbic Rushour! +
PG210 ASI 35 Poing, Snakepit, Cybernetix etc!+
PG211 ASI 36 Mother lode, Wonderland, Kong etc!+
PG212 ASI 37 Klaktris, Ghostship, Paccer etc!+
PG213 ASI 38 One on One,Baldy,Skyflyer2,Transplant!
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG215 ASI 39 Lots of card games on this disk! +
PG216 ASI 40 Disk full of sliding puzzle games!+
PG217 ASI 41 Pacman deluxe, Hellzone Leap II etc+

EDUCATION

All ok on A1200!
PE001/5 EDUCATION SET science programs for ages 11+ +
PE006 KIDSPAINT Fab little talking colouring book+
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +
PE009 STORYLAND 2 Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTROMOMY Book on a disk.+
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR Translator +
PE015 TREASURE SEARCH find the lost treasure ! +
PE016 COLOUR THE ALPHABET learn letters & colours! +
PE018 TYPING TUTOR, Superspell Budget & Mscalender! +
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +
PE020 MATHS DRILL Good maths disk for the young! +
PE021/4 SCIENCE Very good four disk set!+ (4)

BUSINESS

All ok on A1200 except PB006!!
PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB010 JOURNAL Keep track of finances
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB012 QBASE Simple 8 field database
PB013 QED Simple & effective text ed+
PB014 RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB016 UEDIT ISSUE 3 NEW VERSION Text Editor+
PB017 VISICALC SPREADSHEET Simple to use+
PB018 WORDWRIGHT Wordpro with spellchecker! +
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 3.4 NEW Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II v5.5 A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+
PB029 ADDRESS PRINT Good label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +

UTILITIES

(Note: "Y" = ok on A1200!)
PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU010 ARP 1.3 Amigados replacement project! +
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU036 CURSER BASIC COMPILER Just what you need!+ Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU040 DEMOLISHER 168 UTILTIES - MEGA !+ Y
PU047 DOPE INTROMAKER Make your own intros+
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB Convert VGA PC >IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU089 PASCAL COMPILER needs good CLI knowledge+ Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc. Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU141/2 TAROT II Learn about your stars !+ Y
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU150 FOOTBALL LEAGUE ED Update league positions Y
PU151 BROTHERHOOD UTILS 1 Dcopy,Scenery,Qed +Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology program! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU184 PROCALC V1.0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 680 +Y
PU210 PCQ PASCAL Latest version of Pascal compiler+Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU214 DIR WORK A Sid type file copying program! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU217 BROTHERHOOD UTILS 2 utilities for the plus!+ Y
PU218 ORDER Excellent demo of commercial Dbase+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU228 PROBABLY RIPPER Create disks easily with this!+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU242 TEXTPLUS PROFESSIONAL 4 needs hard drive!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y

ANIMATIONS

PA031 BASKETBALL A basketball player 1 Meg! +Y
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA048 GYMNAST ANIM Gymnast swings on bars! +Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA060 NEWTONS CRADLE RT animation +
PA065/68 REAL 3D (4) Superb of the program+ Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA082 TIN TOY ANIMATION Ray traced tin soldier! +Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA090 TOO MUCH 3D Ship flys out of monitor!! + Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA098 EASTER ISLAND ANIM A nice fractal animation!+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA102 BATTLE OF BRITAIN Amusing short anim!+ Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA105 TOR ANIM Dog jumps out of screen!+ Y

AGATRON

All ok on A1200!
AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP048/9 A DAY AT THE BEACH Stunning ! 2 Mg
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD076 PLASMUTEX Good plasma & great music +
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD139 TRACKERS POWER & AGONY Unusual vectors! +
PD142 FINAL CONFESSION Music & Plasma effects!+ Y
PD143 CAT Silents & Crionics demo for cat club +
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD162 ALCHEMY MARCHWITH Very good new demo+
PD164 DESIRE MENACE Good Psycho rave demo + Y
PD165 DARK DEMON Mega new demo .... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+ Y
PD175 REFLECT SOUND VISION Super effects & music!
PD176 CHAMELEON DEMO Very nice vector demo!+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM013 ANARCHY CAPTURED IMAGINATION Nice
PM016 BEATLES SONIX Nice music + Y
PM018 BEATMASTER I LOVE TECHNOLOGY Rave
PM019 BRUNO's MUSIC BOX II Superb jazz funk
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good!
PM030/34 DIGITAL CONCERTs 2-6 Excellent house
PM035 DIGITAL DEBUSSY Fab Rob Baxter convers
PM036 DIGITAL DEBUSSYII classic Debussy music
PM058 MAG FIELDS CHIP FESTIVAL Full of chip
PM059 MANIACS OF NOISE This is brilliant!+
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good
PM090/91MOZART HORN CONCERTO 4 by H.Gam
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the
PM105/6 KEFRENS MEGAMIX Fabulous dance
PM114 UPROAR SPLIT BEAVER MIX rave megam
PM115a/b.CHROME Brilliant music disks ! Y
PM121 NIGHTBREED MUSIC DEMO8 Rave music
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise
PM134/5 SOUNDS OF SCIENCE (2) Brilliant!+ Y
PM137 KEFRENS MEGAMIX II Very good !! dance
PM141 HARDLINE MUSIC 7 groovy synth-style trac
PM150 DESKTOP HARPSICHORD RECITAL Class
PM152 PARADISE: NO BRAIN NO PAIN Good for
PM153 BIZE: KILL DA BABE 6 tracks of rave music
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+
PM159 DECIBEL OVERLOAD 5 different tunes!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Sta
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics
PM165/6 NUTCRACKER SUITE Super rendition!+ Y

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
PS009 ASTRONOMY SLIDE very impressive !+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096
PS062 NW DYNAMIC HAM Nik Williams Superb
PS067 RICK PARK'S ART Dpaint hires pics! + Y
PS072 SUPER HAM CARS This is a must-Mega!+
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS090 FRACTALGEN Incredible fractals etc + Y
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray traced +Y
PS094 INVISIBLE WORLD II Yuk Bedbugs And mo
PS101 ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES 2, 4 fantastic quality pict
PS104 VGA PICS Some exellent quality pictures
PS105 SCAN PICS Exellent quality pictures!+Y
PS106 BAHRAIN SLIDES Pics from the middle eas
PS107 ALCATRAZ MUSEUM 18 super quality dra
PS108 SANITY COMP WINNERS 10 Superb draw

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT006 DELUXE MUSIC DATA Midi music+ Y
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT014 MED MUSIC DISK As it says !+ Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+
PT022 SOUNDTRACKER COMPILATION Several
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+
PT029 YAMAHA DX7 VOICE FILER for DX7 synth
PT030 YAMAHA DX7 VOICE SORTER for the abo
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 2.2 THE LATEST VERSIO
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & F
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module pl
PT042 START IFF SAMPLES Superb ! Get this di
PT043/5 HOUSE SAMPLES 3 disks full of house

AMOS PD

APD036 AMOS UPATER Latest updater !!! v1.34
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOUR
APD271 WIZARDS DOMAIN graphical adventure+
APD292 WAR OF THE FOUR graphic adventure
APD329 FRUIT MACHINE Good for the gamblers
APD347 NOTEBOOK & SHOPPING LIST Easy
APD363 FAMILY HISTORY DATABASE Latest
APD373 COMPILER 1.34 UPDATE Amos compiler

NEW!

PU269 CONSTELLATION Demo of shareware
PU270 STARCAT2 Easy to use cataloge maker!+
PU271 CLUMPY ICONS A disk crammed with ico
PU272 GOLF RECORDER Database for golf sco
PU273 PC<>AMIGA Similar to Messysid, + docs!+
PU274 TRONICAD V1.0 Electronic circuit design!
PU275 FLIT Convert Autodesk anims to IFF+
PU276 BBBS A Bulletin board system! + Y
PU277 PROTEUS BBS Another comms program
PG218/9 CLASH OF THE EMPIRES Super strateg
PE025 FRACTIONS & SILHOUETTES Good math
PE026 WW II FACTS Good historical program!+
PE027 AMIGA BEGINNER Learn to use your mac
PD179/80 HALF BRAINS SUNSTORM Very good
PM167/8 JESUS ON E'S Crazy rave music demo
PS109 NAM VIETNAM Black & white slides! + Y
PS110 MIRAGE FORGOTTEN PICS Nice pictur

ORDERING MADE EASY

BY POST: send your Name, Address & Order details with a Cheque / PO / IMO to any of the companies listed
BY PHONE: Call us with your card number and details for a 1st class service. All major cards accepted
PD PRICES: 1 - 5 disks £2.00 per disk • 6 - 25 disks £1.25 per disk • 26 or more disk are still only 99p per disk !
POST & PACKING: UK - 50p • UK 'Recorded Delivery' £1.00 • Europe +25p per disk • Rest of World +50p per disk
REMEMBER: We stock Fish 1-760, Tbag 1-63, Amos, Scope, Snag, Amicus, Amigos & lots more superb PD disks!!

PLEASE NOTE:
All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines! However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200 / 4000 though obviously not yet extensively tested. Please take care!

main Distributors

not the imitators !

MEMBERS OF THE PROFESSIONAL STANDARDS OF DISTRIBUTION

New .. The Central Licenseware Register .. New

Commercial Quality programs at a PD price !

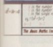
CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +

CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use !
Geology is on 2 Disks £4.50 +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +

CLE04 KIDDIES COLOURING PAD This is a colouring book for young children and they wont get in a mess using it ! It is very simple to use with full instructions with the program. Simply pick a picture and colour it in ! Includes a save option, so once you have coloured you picture you can save it out to a disk to print out using Dpaint etc. Price £3.50 +

CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



CLE06 THE AMOS MATHS INSTRUCTOR, A superb maths tutorial covering all sorts of mathematical subjects including trig, Quadratic, Simultanious, Inequalities, Volumes, Area, Vat & Interest and more. an excellent aid for GCSE students. Price £3.50 +

CLE07 TOTAL CONCEPTS FRESHWATER FISHING The latest in the seriies from Chris Hill, and the first in the hobbyist series, this super title describes baiting Perch Roach, Rudd, Carp, Bream & many other common freshwater fish. Ideal for the beginner or the hobbyist with many useful diagrams included! A superb title, on 1 disk Price 3.50+

CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+

CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer, 3.50!+

Basically Amiga
Let's Learn
Sums
Tunes
Codes
Opposites
Squares
QUIT

CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utiliy pack! For young and old users alike.
3 disk set priced at 4.99! +

CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +

SMOOTH SCROLLING TITLES

created with VIDEO TITLES

CLU01 VIDEO TITLER is a program that will allow you to create smooth scroling video titles with the greatest of ease, programmed by Darren Mccaul, whose Starbase is due out soon, the program lets you use any amiga bitmap font, of which several are supplied, and scroll in any colour vertically up the screen. Essential for all video enthusiasts. £3.50 +

Fish Indexer

CLU02 FISH INDEXER If you have ever wanted a program, but have never been able to find it ANYWHERE chances are it's probably in the fish library, but rather than having to rake through thousands of lines of text, why not use the Fish indexer, a superb database of the entire Fred Fish library, with full search, print and more.Price £3.50+

TOUCH TYPING TUTOR

CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

CLU04 ALPHA GRAPH This is an extemely useful program for the production of pie charts, bar charts, Block scatter etc, very useful in conjunction with spreadsheets & other business programs, this program comes on one disk and is priced at 3.50!+

CLU06 SUPER SOUND III This is a superb program which can manipulate samples in almost any way you please, special effects such as reverb, tremelo, phasing, phlanging, echo are just a few of the things which are easily accomplished,the equal of expensive commercial software! Price 3.50!+

CLU10 POWER ACCOUNTS This is an accounting package for keeping check on your bank account, and is capable of generating account statements and income & expenditure reports. The program will also allow you to "password protect" your data files! An invaluable program for all of your finances, comes on 1 disk , price 3.50. +

CLU11 CALC V1.3 A nice spreadsheet program which works on any Amiga! A spreadsheet is an electronic version of the traditional method of performing complex calculations using rows & columns of figures. In the same way a wordprocessor allows rearranging & editing before printing, so a spreadsheet allows figures & calculations to be constantly changed! 3.50. +

CLU12 VIRTUAL WINDOWS V1.0 Collectively a suite of very useful programs, all on one disk! Features Notepad, Address book, Desk diary, Software VHS inventory & an Amigados survival guide.
All can be accessed from a menu system with the mouse & are very easy to use.
Price 3.50. +

CLU13 DATOS A powerful easy to use database with many features: audible tone, keyboard/mouse control, template feature, cut & paste with mouse, help features, rearrange/add fields even after creation, warning messages, can print down or across the page to save paper, many more features too numerous to list. Price 3.50 +

TRUCKIN ON II

CLG05 TRUCKIN ON This is a new version of a PD game that was originally bugged to hell, the programmer has taken all the main elements of the game and re-programmed it in C, so its now fully playable truck driving simulation and management program. TO is a must for all you truckers out there and is supplied on 2 disks & needs 2 drives! 4.50.

CLG08 DRAGON TILES This is an excellent puzzle game you have a huge stack of different icons which, using the mouse you must match up to make a level disappear, sounds boring but its actually very addictive, I was playing it for hours ! A Vast improvement on the PD version, Dragon tiles is well worth anyones couple of quid ! Price £3.50 +

CLG09 MOTOR DUEL Now this is just fabulous ! Martin would not leave this game alone for days, its a 3D car racing-chasing-shooting game, with guided missles and lasers, its by the same programmer as the PD game Battlecars, but its a lot better, play the computer (Mega difficult) or link up to anoth amiga for 1 on 1 action ! Price £3.50 +

CLG011 ALL GUNS BLAZING This is a two player car racing game viewed from overhead. You can also blast the other player's car with missiles, lay mines, oil slicks and smoke. There is also a facility to design your own tracks to your own satisfaction. Price 3.50!
+

BULLDOZER BOB

CLG012 BULLDOZER BOB The object of the game is to clear the screen of coloured blocks by pushing them together. Once they touch they disappear! You have a limited number of moves to clear the screen, and the difficulty increases with each level. This is definitaly a game for puzzle fans! Price 3.50! +

CLG013 PARADOX Yes- another good puzzle game, similar to Bulldozer Bob, but Mr Cool head is doing all the pushing! Push the coloured balls till they touch & disappear! There is a time limit for each screen & a variety of objects to collect but beware of traps! Very addictive game. 100 levels of gameplay! Price 3.50! +

CLG015 SPLODGE THE ESCAPE Great platform game. Splodge was going on holiday to Ganymede when the spacebus on which he was travelling was hi-jacked by Big hairy monsters! He was imprisoned in an old house behind a Rongart spaceport building! You must guide Splodge, solving puzzles & collecting coins to buy a ticket home to Jupiter. Price 3.50 +

CLASSIC CLIPART

(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Superb wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWI AIRCRAFT 1 disk of World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS Pic for every month!+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+

ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics!+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics!+
ART51 BOTANICAL ART Very detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+
ART60 ACCENTS & FLASHES Burst stars & more!+

MORE CLR TITLES ALSO AVAILABLE:
CLU08 WORD FINDER crossword & anagram solver & dictionary! 2 disks 4.50 +
CLU09 PLAY & RAVE2 Music module linker, create your own tunes! 2 disks 4.50+
CLG01 NORRIS A medievil romp across many levels! very addictive 1 disk 3.50 +
CLG02 DARK THINGS Another scrolly run & jump platform game! 1 disk 3.50 +
CLG03 PHASE II This is a sideways scrolling shoot em up, 1 disk 3.50 +
CLG04 X-SYSTEM Multilevel shoot up, blast,end of level monsters! 1 disk 3.50 +
CLG14 SONIC SMARTIEHEAD Platform game for 8 years & over 1 disk 3.50 +
CLG17 IMBRIUM DAY OF RECKONING Exellent graphic adventure! 1 disk 3.50+

NEW FROM
WEIRDSCIENCE!!
5 superb slideshows for the new Amiga 1200 & 4000 systems in Hires AGA 256 colours! Now you have something to showoff your new machine! Not many pictures per disk as they are in Hires with music backing! Fabulous!!
WS AGA1
WS AGA2
WS AGA3
WS AGA4
WS AGA5
ABSOLUTELY
NOT AMIGA 500/600!

FUNPACK GAMES

A HUGE COLLECTION OF PD GAMES ON 30 DISKS, ALL A500+/600 COMPATIBLE - A MUST FOR THE KIDS . (MOST OK ON A1200!)

All 30 for Only£29.95 !

ASSASSINS GAMES

THE ULTIMATE COLLECTION OF GAMES FOR THE AMIGA, ALL THE GAMES IN THIS PACK ARE THE BEST AVAILABLE, NEARLY EVERY GAME YOU CAN THINK OF INCLUDING: PACMAN, INVADERS, GALAXIANS, ASTEROIDS, CARD GAMES, TETRIS, PUZZLE GAMES, WELL OVER 130 GAMES IN TOTAL - PACKED ONTO AN AMAZING 35 DISKS ! (Smaller packs on request!)

All 35 for Only £34.95 !

PHONE FOR A500+A600 COMPATIBILITY

PROGRAMMERS : Have you written a good program, ie a utility, educational program or a game? Why not send it in for evaluation? If its really good, then you too could be earning money!!!

BLITTERCHIPS

CU01 CLIFFE HOUSE, PRIMROSE
STREET, KEIGHLEY, BD21 4NB.
TEL: 0535 667 469
FAX: 0535 667 469

NBS

CU01 1CHAIN LANE NEWPORT ISLE
OF WIGHT PO30 5QA .
TEL: 0983 529 594
FAX:0983 821 599

VALLY PD

CU01 PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL:091 587 1195
FAX:091 587 1195

PDSCENE

Showing admirable restraint from turning PD Scene into Rave Scene, Tony Horgan peruses this month's batch of cheap entertainment in the public domain.

STATE OF THE ART

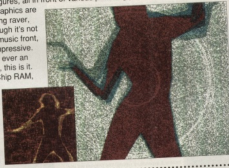
demo

Unbelievable! This is just the most stunning demo I've ever seen! Believe me, you're going to love this! There's a bit of a debate going on about how they've done it, but Spaceballs have put together a rave demo with some absolutely amazing graphics. It's about five minutes long, with a good pumping hardcore soundtrack, but the real stars of the show are the animations. Blurred vector figures dance around the screen, but instead of looking like computerised stick-men, they're incredibly realistic. While they dance, they morph into polygons and back into figures, all in front of various pulsating psychedelic backgrounds.

As it goes on, new variations on the graphics are thrown in, with a wacky kind of trampolining raver, and some weird outlined close ups. Although it's not quite up to Jesus on Es standard on the music front, and it's a good deal shorter, it's just as impressive. This is history in the making. If there was ever an essential demo to have in your collection, this is it. Unfortunately, it needs at least 1 Mb of Chip RAM, and isn't A1200 compatible. Get 'em while they're hot!

Available from: Cynostic PD, 85 Wyken Croft, Coventry, CV2 3AD. Tel: 0203 613817. Disk no. D0031. Price: £2.00 (including P+P). Compatibility: Requires at least 1 Mb Chip RAM (not A1200 compatible).

95%



BILLY THE DRAGON

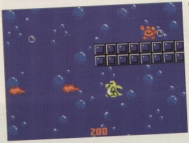
game

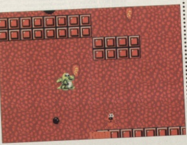
Oh no, not another game with a dragon in it, where you go around shooting cartoon aliens and spiders! Why doesn't anyone ever think of an original scenario for a shoot 'em up, like a space battle or something? Or maybe even something even more original! The aim of this game is to guide Billy through the alien infested landscape.

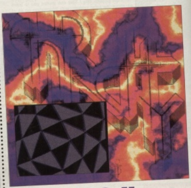
So, it's a scrolling zapper, and it's written with SEUCK..As is usual with most SEUCK creations, the controls are unresponsive and the graphics are jerky, but at least it looks a bit brighter than most of them. The main trouble is that it's extremely easy – most gamers will comfortably complete it within the first few games. My basic advice in this instance is to avoid getting it as it's only really suitable for anyone under 2 years of age.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529 594. Price: £2.50 (including P+P).

52%







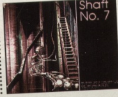
3D DEMO II

demo

Lurking behind the most boring demo title ever is a hot little number from Anarchy. Opening with a couple of logos and an unremarkable 3D chessboard, it soon gets into its stride with a brief swirly starfield and a bit of colour-cycled pseudo plasma. A smooth and very speedy fractal landscape is up next – something like the graphics from *Virus* (remember that?), but this time it's all done with dots.

Some decent fantasy artwork precedes a massive blurred vector sphere, followed by a yawnsome 2D Mandelbrot plot. A second helping of fantasy art is next, then it's on with a session of spinning glenz vectors. The credits are overlaid on a freaky 'warp-factor' blur red starfield, and the encore comes in the shape of an unimpressive real time vector space sequence, which later comes under you control.

All of this is accompanied by a kind of industrial-techno soundtrack, featuring samples from Into The Wonderful – worth cranking the stereo up for. The demo lacks any stunning new tricks, but there's plenty of variety and pretty patterns to keep you entertained. If you fancy adding yet another rave demo to your collection then you could do worse than this.



Available from: Cynostic PD, 85 Wyken Croft, Coventry, CV2 3AD. Tel: 0203 613817. Price: £2.00 (including P+P).

84%

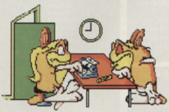
RAGING HORMONE

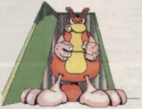
animation

His Schwartz-ness has been absent from the PD scene for a while now, but there are plenty of others willing to take up the torch. Paul Tye is one of the best animators around at the moment, and is the name behind Raging Hormone. It's not going to have you in fits of laughter, but the fluffy monsters are cute, and the animation's good and cartoony.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2285. Price : £1.75 (including P+P).

80%





THE SWITCH

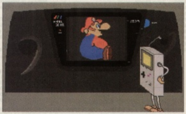
animation

You might remember an animation from the January issue called Battle of Britain, an Eric Schwartz-inspired cartoon from Steve Hood. This month his offering is the rather less impressive The Switch.

It starts with a scruffily drawn Sega Gamegear, which fills the screen, displaying a picture of Sonic. Next, along comes a Nintendo Gameboy with arms and legs, who presses the start button on the Gamegear. Sonic is then lost in a mist of interference, which clears to reveal...Mario! Hilarious eh? This stretches the term 'animation' a bit far – it's almost a three picture slideshow. Perhaps, I'm just too old to appreciate the clever juvenile humour of this one – then again, maybe not!

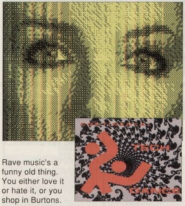
Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529 594. Price: £2.25 (including P+P).

30%



CONTINENTAL TECH DANCE

music demo

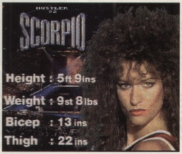


Rave music's a funny old thing. You either love it or hate it, or you shop in Burtons. Let's assume you fit into the first category. If so, you've probably already got your mits on the stompadelic Jesus on Es demo, featured in January's PD Scene. Can anyone better that? This offering from Adict is the first to give it any competition.

Whereas Jesus was like a half-hour DJ set, Continental Tech Dance is more akin to an extended 12" single. The advantage is that it fits on a single disk, so you don't need two drives to run it. The music's thumping hardcore of a pretty high order. Graphically, it often surpasses Jesus, with loads of atmospheric full-screen strobes, stylised faces, cat-suited dancers, fractal patterns, animated 'gents' figures, and occasional equaliser bars. It's all synced to the music for maximum effect, and the two come together really well. My only gripe is with the tune itself, which doesn't progress much after the first couple of minutes. Still a stonking good demo, and a must for anyone who likes it hard and fast.

Available from: Wack PD, New Exchange Buildings, Queen's Square, Middlesborough, Cleveland TS2 1AA. Tel: 0642 246584. Price: £1.90 (including P+P).

90%



GLADIATORS

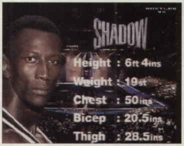
slideshow

I can handle the American Gladiators – sitting in front of the TV in the early hours of the weekend, with a skinful of beer and plate of curry, it all seems to make sense. You know it's 100% tack, and so do they, and the Yanks can get away with that. When it comes to the British version, with 'Pussy Cat' from Cradely, and the fearsome 'Badger' from Milton Keynes, somehow it's just not the same. But what do I know?

If you're one of the millions of viewers of the Brit version, you might like to get hold of this 2-disk slideshow, featuring digitised pics of the Gladiators, complete with vital statistics and a horrible soundtrack.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2278a+b. Price: £3.00 (including P+P).

57%



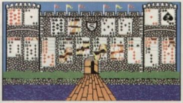
ASSASSINS

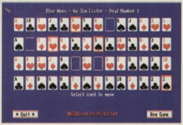
39 game compilation

The Assassins PD game compilations have been going for a while now. This one takes an alternative route to the usual collection of *Asteroids* and *Pacman* clones, bringing together 10 card games from the groggy depths of Amiga PD history. Card-o-Rama, Sea Haven, Amiga Solitaire, Cribmaster, Klondike, Blackjack, Spades, Streets and Alleys, Power Poker and Blue Moon are all included. Most are variations on solitaire and patience, presented with a minimum of finesse. Worthwhile for card-fans, but likely to bore the pants off anyone else.

Available from: Strictly PD, 11 York Place, Nr Brandon Hill, Hotwells, Bristol BS1 5UT. Tel: Price: £2.25 (including P+P).

50%





Blue Moon - by Jim Lister - Deal Number 1

Select card to move

SOUTH LINCS PD

1-9 disks 99p, 10+ disks 85p, add 60p for P&P per order, large selection of Amiga PD (approximately 2000 disks) including, Games, Graphics and Animation, Utilities, Music, Demos, Fred Fish Disks 1-770, T-Bag Disks 1-64. Below is a small selection of titles available.

GAMES

1065	Yelp (Pacman type game) (P)
1098	MegaBall* (breakout) (P)
1131	Trucking On* (2D) (P)
1146	Ouch! (P)
1157	Total War (Risk) (W/B) (P)
1165	Roulette (P)
1167	Amos Cricket (P)
1175	Mr & Mrs* (platform) (P)
1179	Mr Wobbly Legs/Squamble (P)
1182	Pinball Dreams 2 Demo (P)
1188	Microbes (blast 'em up)
1067	Intact (shoot 'em up) (P)
1129	Doody (platform) (P)
1142	Attack/Copper (P)
1156	No Mans Land (2 Player War) (P)
1162	Moria V3.00* (Roleplay) (P)
1166	Texas Chainsaw Massacre (P)
1168	Hellzone (shoot 'em up) (P)
1178	Donkey Kong (C64 Recreation) (P)
1180	Pipeline V2.0 (P)
1183	Dungeons Of Nadroj (P)
1189	Nu (difficult shoot 'em up) (P)

UTILITIES

4087	C Manual V2.0 (4D) (P)
4096	Icon Mania
4108	North C V1.3 (2D) (W/B) (P)
4121	Simon Says/Space Maths (P)
4136	Sound Tracker 2.6 (P)
4095	DTP Amiga Fox V1.0 (P)
4098	Home Utils (SCalc spreadsheet) (P)
4109	B Base II V5.32 (database) (P)
4135	Boot X V4.50 & V5.01 (P)
4149	D Copy V3 (P)

GRAPHICS & ANIMATIONS

2014	Donald Duck* (anim) (P)
2153	Purdy (slideshow) (P)
2198	Sweet Revenge (1.5Mb) (P)
2230	Unpleasant Ways to Die (P)
2268	Invisible World 2 (P)
2270	Kingfisher 2* (anim) (P)
2275	Saturn Flyby* (anim) (P)
2277	Olympic Cyclist* (P)
2112	The Dating Game (3Mb) (P)
2193	6 Of 1 (Prisoner Slideshow) (P)
2211	Mars Flight Animation* (P)
2262	Mayhem On Wheels 3* (anim) (P)
2269	Kingfisher 1* (anim) (P)
2274	Back To The Future II* (anim) (P)
2276	The Angus Bez* (P)
2278	2001 A Space Odyssey (1.5Mb) (P)

MUSIC & SOUND

5045	Iron Maiden (P)
5091	The Four Seasons (2D) (P)
5093	Nightbreed Music 10 (P)
5096	Ultimate Dance (P)
5098	Phorever People Remix* By ERM (P)
5050	Guns & Roses* (Your Crazy) (P)
5092	Nightbreed Music 9 (P)
5094	Strangers Metal-Snap! (P)
5097	2 Unlimited* By ERM (Not 1.3) (P)
5099	1992 Dance Remix* By ERM (NOT 1.3) (P)

DEMOS

6061	ED 209 The Revenge
6072	Ray Of Hope 2
6078	Voyage (P)
6067	Singing Toilets (P)
6075	Odyssey (5D) (P)
6090	Cat Computer Club Demo (P)

(P) = 500+ and A600 compatible, * = 1Mb, (2D) = 2 Disks (3D) = 3 Disks etc

BLANK DISKS 3.5"

Sony Unbranded DS/DD	
10	£4.95
50	£22.00
100	£41.00
200	£76.00
500	£179.00

Unbranded DS/HD	
10	£7.50
50	£30.00
100	£56.00
200	£106.00
500	£235.00

All blank disks are 100% certified and guaranteed. Prices include labels, postage/delivery and VAT. Catalogue disk only 60p or send S.A.E for list of titles. All orders of PD sent same day by first class post. Postage and packing add 60p UK. Europa (inc Eric). £4 rest of the world. Payment in sterling please. Cheques/postal orders made payable to South Lincs PD.

South Lincs PD, Dept CU, 10 Linden Rise,
Bourne, Lincs, PE10 9TD. Tel 0778 393470

YEW TREE LEISURE
Mail Order supplies

COMPUTER AND VIDEO GAME SPECIALISTS

AMIGA PUBLIC DOMAIN 99p

AMIGA PUBLIC DOMAIN
FISH DISKS UP TO 720 99p
DEJA VU UP TO 85 £2.50
LARGE RANGE OF T-BAG 99p

Large range of PD in stock new titles arriving daily from all over the world. Tell us your interest, games Demos etc and we will fill your disk up.

PERIPHERALS ETC...

1.5 Meg Upgrade	*£75.00*
5.25 Drive	*£70.00*
3.25 1 Meg Drive	*£49.00*
Amiga Mouse	*£30.00*
Upgrade with clock	*£32.00*
Upgrade without clock	*£24.00*
Amiga Power Supply	*£24.00*
Trackball Mouse	*£38.00*
Drive Cleaners	*£2.00*
Mouse Mats	*£2.00*
Disks	*£0.40*
Labels	*£1*
ea.	

Disks - phone for bulk price

Andy Townsend
84 Yew Tree Road
Attleborough,
Norfolk NR17 2RD

Phone/Fax: 0953 452803

GAMES UNLIMITED

Far too many titles to list, hundreds of clearout titles between £1-£5
Winter Clearout all at £5 each or 3 for £12

9 Lives
Badlands
Cadaver
Challenge Golf
Days of Thunder
Die Hard 2
Flames of Freedom
Golden Axe
Hudson Hawk
Inter Phase
Midwinter
Radio Control Race
Smash TV
Wings
Xenon 2
Zork 3

MANY MORE AVAILABLE INCLUDING LATEST RELEASES ETC.

GAMES MACHINES ETC....
We stock Megadrive, Master System, Nintendo etc, Machines and have a large range of games to date at very competitive prices.
Joysticks, convertors, control pads carry cases etc.....

Phone or write for list stating requirements.

SORRY NO PERSONAL CALLERS

FIVE-STAR
QUALITY SOFTWARE (0827 64896)

95p EACH

EDUCATION

E001	+KIDS PAINT
E002	COLOUR IT
E003	+TREASURE SEARCH
E004	+LEARN & PLAY I
E005	+LEARN & PLAY II
E006	+SPAINSH TRANSLATOR
E007	+EDUCATION GRAPHICS
E008	+MR MEN
E009	+ASTROEY
E010	SIMON & SPACE MATHS
E011	+EDUCATION SET (6)
E019	+DINOSAURS
E020	WORLD DATADASE
E021	+STORY LAND II
E022	LANGUAGE TUTOR
E023	+TALKING COLOURING BOOK
E024	+EASY SPELL II
E025	+SCRABBLE
E026	+WORDS
E027	+OSWALD
E028	+ARIOCHS ASTROLOGY (2D)
E030	EVOLUTION
E031	IQ TEST + 10 GAMES
E033	+KEYCLICK II
E035	+CHESS HELPER
E036	BASIC TUDOR

FONTS

U300	+PAGESTREAM FONT I (6D)
U311	+PAGESTREAM FONT II (6D)
U320	+DELUXEPAINT FONT (4D)
U325	+FANCY FONTS
U327	+DYNAMITE FONTS
U330	+FONTS AND SURFACE
U331	+EXILE FONT
U342	+P.S C.G FONT (3D)
U343	+RIP FONT & LOGO
U347	+DELUXE PAINT SEXY FONTS

SAMPLES

U402	+SAMPLES ST 1 - 10 (10D)
U411	+SOUND TRACKER (1 - 7) (7D)
U422	+NOISE TRACKER (1 - 3) (3D)
U435	+ST. INSTRUMENT BANK 1
U436	+ST. INSTRUMENT BANK 2
U437	+ST. INSTRUMENT BANK 3
U438	+ST. INSTRUMENT BANK 4
U450	+MEGA MODULES (1 - 6) (6D)

CLIPARTS

CA01	+CLIP-ART PACK 1 (10D)
CA15	+PS CLIP-ART PACK 11
CA20	+PAGE-SRTEAM CLIP ART (3D)
CA24	+DISNEY CLIP ART
CA25	+VIDEO CLIP ART
CA26	+COMIC CLIPART
CA33	+CLIPART (3D)

DEMOS

D001	SPACE-ACE
D002	DRAGON LAIR II
D003	+ALPHA-OMEGA
D004	NORTHSTAR ACID DEMO
D005	+TURTLEMANIA
D007	EVIL DEAD (1mb)
D011	+MULTITASKING
D018	SINGING TOILETS
D022	+ASIA GHOSTWRITER
D031	RAY OF HOPE II
D032	+ADEX PREVIEWS I
D033	+PHENOMENA
D042	SIMPSONS MEGEDEMO
D045	+ALCATRAZ (3D)
D049	DARKNESS II
D050	PINK FLOYD THE WALL
D072	+BIRD OF PREYS
D070	ANACHY SYSTEM VIOLTION
D091	+STAR-WARS DEMO(2D)
D097	+ODDYSEE (5 A)
D105	ANARCHY DIGITAL INOV
D110	HARDWIRED (2 Disks A)
D114	DEATH-STAR MEGADEMO
D118	STAR-TREK MEGA DEMO
D120	1911 VOYAGE
D164	+CREATURE COMFORT DEMO
D144	+TOP SUN DEMO
D168	+SILENCE OF THE LAMB
D170	+TERMINATOR III DEMO

MUSIC

M001	+BEASTY BOYS
M002	+MICHEAL JACKSON
M003	DO THE BARTMAN
M004	DAVID BOWIE
M005	+100 C64 TUNES
M006	+BAT-BANCE REMIXED
M007	PET SHOP BOYS
M009	ACID MEGA DEMO
M015	+DIGITAL CONCERT (2-6)
M020	+LAURAL AND HARDY (2D)
M025	+MONEY FOR NOTHING
M027	+BLUES HOUSE (2D)
M031	+BETTY BOO (2D)
M052	+IRON MAIDEN
MO65	AMAZING TUNES (3D)
M076	+POPEYE
M077	HALLOWEEN (2D)
M082	+BEYOND 2000
M096	+PROGECT TECHNO (2D)
M131	AMIGA CHART III
M130	+TIFFANNY
M152	+ALIEN LIFE FORCE (ALF)
M153	+X-MAG MUSIC COLLECTION
M154	+KYLIES A (2D)
M156	+CD PLAYER
M158	DOCTORING THE TARDIS
M171	+MADONNA (Virgin)
M175	+JANET-JACKSON
M160	I'AM TOO SEXY (2D)

WE ALSO STOCK
ASSASIN GAME (1-40)
LSD CHEATS (1-40)
FRED-FISH, TBAG
AND MUCH MORE

WIN
NINTENDO
GAME BOYS
FREE ENTRY WITH
EVERY ORDER

SPECIAL OFFER
101 GAMES
compilation
£13

30 GAMES
PACK 1 or 2 £5.50 each

30 GAMES 111
£5.50 or £3.99 when you buy with any packs 1 or 2

C64 + Emulator+
70 great games. £5.99

48 ZX SPECTRUM+
40 Games £3.99 (not+)

EDUCATIONS & GAMES
Large collection of games and educations program for kids £9.50

INTRO TO PD
A must for new PD BUYER. (mix) £5.50

BELOW IS ONLY A SMALL LIST OF 1600 + DISKS AVAILABLE
SEND 70p OR 3 X 24p STAMPS FOR DISK CATALOGUE P&P INCLUDED

GAMES

G001-18	GAMES PACK 1-18
G018	+FAMILY FUN 1
G019	WET BEAVER GAMES
G023	+ADVENTURE 1
G026	+SUBCULTURE
G030	+AMOS GAMES
G032	+TILES TRAILS
G038	+WOODENBALL
G039	ATIC ATAC
G041	+BREAK OUT KIT
G042	+BIONIX
G048	+DRIP
G053	+GREY SLAYER
G056	+HUGO (3)
G061	+STARTREK (3D)
G079	+PAC-MAN 87
G083	+MEGABALL
G085	+ROGUE TROPER
G092	THE SIMSONS
G093	+DOWNHILL CHALLENGE
G094	+RETURN TO EARTH
G095	+MARBLES SLIDES
G096	+POPEYE
G097	+PLOTTING
G102	+PIPLINES
G106	+DRAGONSTILES
G124	+TETTRIX
G136	+DUELS
G138	+PETER QUEST
G153	+SEALANCE
G171	AMIGA GAME PACK 2
G175	+REVENGE OF THE CAMEL
G177	+PIXIE KINGDOM (2D)
G190	+ICE RUNNER
G195	+WHEEL OF FORTUNE
G197	WACKO JR IN LAND
G198	+DUGEON DELVER
G220	CHOPPER DISK (2D)
G222	+MEGA 21 GAMES
G235	+DRAGON-CAVE
G240	+QUADRIX
G245	+CHROME
G246	+BATTLE CAR
G249	+WREX
G250	+POM POM GUNNER
G253	+DESTIN MOON BASE
G256	+INSIDER-CLUB
G258	+ALIEN NET WORK
G260	+PROPERTY MARKET
G266	+TRUCKING A (2 DISK)
G270	+MENTAL IMAGES (2D)
G272	+TANK BATTLE
G274	+MR DUS
G304	+GRAND PRIX SIM
G311	SPIDERMAN
G313	+MEGATRON
G314	+LEGO-TRIS
G315	+INTER-LOCK

ANIMATIONS

A001	+WALKER 1&2 (2D)
A004	+PORKY PIG (1MB)
A005	+FILLET THE FISH
A007	+FRANKLIN THE FLY
A008	+TRON (1MB) (2)
A012	+ROTATING WOMAN
A013	+SPACE-PROBE
A014	IRAQ DEMO
A016	BRUCE LEE (1MB)
A020	MADONNA CARTOON
A022	LUXO TEENAGERS
A025	+COOL COUGAR (1MB)
A027	RAIDERS OF LOST ARK
A028	+PUGGS IN SPACE
A029	+MIKE TYSON
A033	+FLACTAL FLIGHT
A036	+WEIRED SCIENCE 1&1 (2)
A041	+REAL THINGS-BIRD 1&2
A042	+REAL THINGS-HORSES
A049	BUSY BEE (1mb)
A053	+STEALTHY II
A054	+THE RUN (1MB)
A056	+JUGGETTE II (1MB)
A057	BUGS BUNNY SHOW
A063	+JUGGLER 11
A070	+DONALD DUCK
A072	+LIFE A BITCH (18)
A073	+ITS MENTAL III
A082	+ITS MENTAL I
A105	+3D PINBALL ANIM
A106	SPACE ANIMATION
A108	+ANOTHER-WORLD
A124	WESTLEMANIA V11 (2D)
A126	+INTER-SPACE
A138	+KYLIES (2 DISK)
A141	+TERMINATOR 2 SS
A151	+TOP GUN
A153	+GULF TRIBUTE
A154	THUNDERBIRDS
A155	+ROCK ALBUM
A154	+WATER-SHIP DOWN
A158	GARFIELD slideshow
A159	+NASA
A163	+HAMSPORT (W/B)
A166	NEIGHBOUR (1MB)
A168	+IMAGES OF AQUARIUS
A173	+HELL RAISER II Slideshow
A174	+FANTASY SLIDE SHOW
A177	+YABBA DABBA DO SS
A178	+KIM WILDE SLIDESHOW
A180	SPACE-BUBBLE 1&2 (2)
A185	+TOTAL RECALL
A187	+PERIL OF THE DEEP (2D)
A190	TERMINATOR II (2D)
A195	REAL 3D (2D)
A197	+STAR-TREK (2)
A200	+MARS-FLIGHTS
A202	+ FRACTAL ANIMATIONS
A206	+NEW LEMMINGS
A208	THE LADY AN THE TRAMP
A215	+MADONNA 111 (3)
A226	+NEW VIZ SLIDE SHOW
A228	DOCTOR WHO SLIDE SHOW
A230	+TOO MUCH 3D
A231	+AILIENS SLIDE SHOW
A232	+THE BEACH FIGHT 1 & 11

UTILITIES

U330	WORK-BENCH 2.4 EMULATORS
U001	+A-GENE (1mb)
U002	+AMIGA SYSTEM TESTER
U022	BOOT BLOCK UTIL
U023	+BANKING
U024	+D-LOCKS
U029	CAN DO (1mb) Lanuage
U030	COLOUR VISION
U037	CHECK BOOK ACCOUNTANTS 2
U058	+DISK MAG CREATOR
U059	+DISK-SALVAGE 1.4
U069	+FLEXI BASE
U071	GAMES MUSIC CREATOR
U075	+HARDWARES KNOW HOW
U091	+MED 2.1
U094	MASTER VIRUS KILLER 1&2
U101	+DATA BASE WORKSHOP (2D)
U112	+TEXT-ENGINE
U128	BUSINESS CARD MAKER
U144	+AMIGA FOX D.T.P
U145	+XCOPY PROFFESIONAL
U146	C-MANUAL
U150	+WORK-BENCH HACKS
U160	+600 BUSINESS LETTER
U162	SUPER-C
U170	+BIORHYTHMS V4.01
U186	+ULTIMATED DISK CREATOR
U191	+SID II
U195	+AMIBASE-PRO II
U198	+SCRENERY- fractal sania
U220	+AMOS-PAINT
U222	+GRAPHIC UTILITY 1 (3D)
U225	AUDIO SOUND TOOL
U226	50+ MOST USE UTIL
U229	+SLIDE SHOW CONSTRUCTION KIT
U231	+THE GAME TAMER
U237	8 CHANNEL SOUND TRACER
U242	+IMPLODER 4.0
U250	+VIDEO TOOL (3D)
U254	+FRACTAL UTIL
U257	DISK CRUNCH Compliation
U280	SUPER TEX (Modes Software)
U281	+PEQUBES WORKBENCH HACKS
U282	+LAND BUILDER
U284	+COPY & CRACK TOOLS
U285	WINDOW-BENCH (2D)
U287	+P.C.Q PASCAL lanuage. (2D)
U289	+DOS 2 PRINTER UTILITY
U290	+HANDLEBOT EXPLORER + slideshow
U291	PRO DEMO MAKER proffessional
U292	START UP UTILITY
U293	+SOUND WORKSHOP (2D)
U295	MIDI MADNESS
U297	+VISICALC
U300	+MESSY SID 11
U301	+AUTO DISK LOGGER
U302	SPACE-WRITER
U311	+POWER LOGO LANGUAGE

(+) = A500/600 COMPATABLE

(2D) MEANS 2 DISKS

ALL ORDERS SAME DAY DESPATCH

ORDERS OVERSEAS WELCOME

P&P ADD 25P PER DISK (EUROPE)

95p per Disk ADD 60P FOR P&P PER ORDER

MAKE CHEQUES or P.O PAYABLE

TO: FIVE - STAR PD

Catalogue disk add 60p

(DEPT CU5)
48 NEMESIA
AMINGTON
TAMWORTH
B77-4EL
ENGLAND

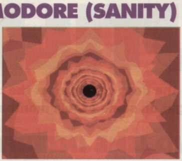
WORLD OF COMMODORE (SANITY)

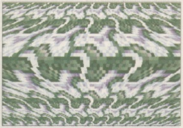
demo

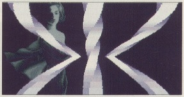
This demo doesn't seem to have a name, but it was Sanity's entry in last November's World of Commodore demo competition. If you've been a bit bored by demos lately, and haven't seen anything new, get a load of this. It's full of original effects that leave the competition standing. Real time 3D zooms are sprinkled throughout, combined with scrolls and warps for some really freaky visuals. The first section has a clean hi-nrj soundtrack, which is replaced by a squidgier techno tune for the second wave of Dr Who tunnels, sinus dot patterns, twisty metallic columns, and a nice rotated bitmap routine. If technical trickery or mind-warp graphics are your thing, don't miss it!

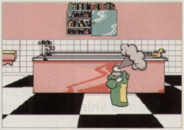
Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH. Tel: 0924 366982. Disk No 2344. Price: (£1.75 including P+P).

91%









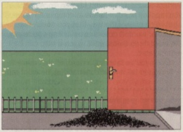
CAN IT

animation

Paul Tye's second release this month is Can It. Scene one is set in a colourful bathroom. Enter Alvin Aerosol (stage right), hopping across the shiny tiles. Alvin spots a fly, and shoots it down with a jet from his nasal nozzle. Out he goes into the garden, where for no apparent reason, he disintegrates! Am I missing something here? Even though it doesn't make much sense, the graphics are nice and cartoony, and the sound effects are pretty good.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2314. Price : £1.75 (including P+P).

74%



FIGHTING WARRIORS

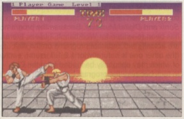
game

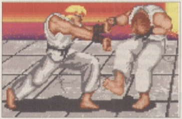
Looks familiar doesn't it? This is an unashamed *Street Fighter 2* clone, and not a bad one at that. As if to show up the programmers of the Amiga *SF2* conversion, the bloke behind Fighting Warriors has managed to match the speed of US Gold's blockbuster, and done so with *AMOS*! The scrolling's been sacrificed, but there are still loads of moves, and a couple of well-animated jumbo-sized sprites. Sampled sound effects and speech are included in favour of music.

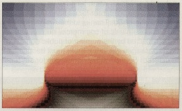
Fighting Warriors is actually a surprisingly good game. The trouble is, there's no variety, so its appeal tails off after the first few games. Even so, it's a cut above the rest of the games in the Public Domain at the moment.

Available from: Wack PD, New Exchange Buildings, Queens Square, Middlesborough, Cleveland, TS1 1AA. Tel: 0642 246548. Price: £1.90 (including P+P).

72%







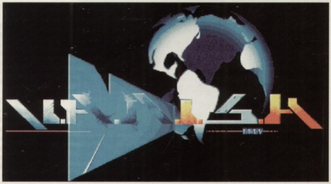
MONOXIDE

demo

This one from Vanish could have been a non-event, but fortunately it's been saved by an excellent soundtrack. Blurred vector effects get it going, followed by a ray-traced Commodore logo, some weedy sinus dot waves, a couple of pics from a forthcoming slideshow, and a bit of plasma. Nothing too exciting there, but if you like a bit of banging techno, there's plenty of consolation in the backing tune. It's a buzzy, zappy track with a pitch-bent bass effect that's spine-tinglingly good if you turn it right up – bit of a shame it's not used more prominently in the tune. Time to get the ripper out... (only joking lads!). One to add to your demo collection if you've got a couple of quid to spare.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2343. Price : £1.75 (including P+P).

81%



PD UTILITIES

Mat Broomfield looks into the deep recesses of the cupboard under the stairs and shines the spotlight on some of this month's biggest PD utilities.

VOICE COMMAND LINE INTERFACE

VOICE ACTIVATED CLI

How often have you seen science fiction films in which a character chats to the computer? Of course, such things are only fiction, and even the most powerful systems in the world can't interpret and respond intelligently to the ordinary spoken word – yet.

For Amiga owners, the dream comes a step closer thanks to Voice CLI, a great voice recognition system which can be used to execute ordinary CLI commands (which could obviously include scripts to run applications or ARexx macros).

The program works by interpreting voice input via a sampler, and currently only works with Perfect Sound and Sound Master. To 'recognise' your spoken word, it needs to compile an 'average' voice map of the way that you speak that particular word. It does this by asking you to say the word three times, after which a map can be extrapolated.

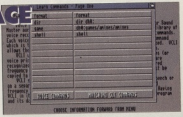
Once you've taught it a word, all that remains is for you to tell it what command(s) the word represents. Unfortunately, because the program doesn't open a CLI window, any commands requiring output to the screen are useless, but as I found out, you can easily use the program to load games or serious software. Once activated, the program will remain that way, listening for any further instructions until you turn it off.

Although this is by no means the most exciting implementation of such an idea, to my knowledge it's the first PD version of this sort of utility on the Amiga, and it works very effectively. Pity it can't handle commands such as DIR and List, but it's early days yet.

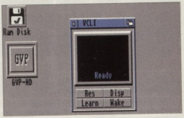
This is a program with great future potential for the physically disabled, or indeed peoople who are just incredibly lazy. I heartily encourage its further development. Great fun, and well worth a look.

Available from: PD Soft, 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD. Tel: 0702 466933. Disk No: V777. Price: £3.00. Compatibility: All Amigas. Memory: 512K.

88%


Learn Commands - Page One
VOICE COMMANDS
MATCHING CLI COMMANDS
CHOOSE INFORMATION FORWARD FROM MENU

format — format
dir — dir dh0:
game — dh0:games/amines/amines
shell — shell

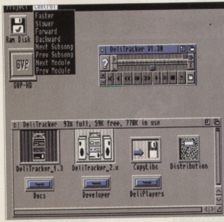


······

DELITRACKER

MODULE PLAYER

In the 'good old days' every boy wanted to be a pilot or a train driver when he grew up. Nowadays, the 'in' career for aspiring teenagers is a musician or DJ. Thanks to the Amiga, you can compose music of commercial quality, and this is reflected by the number of public domain music packages out there; there must be at least 30 different *SoundTracker* derivatives for starters!



Most people tend to move from program to program looking for the ideal one, and in the process, they end up with dozens if not hundreds of modules which are no longer compatible with their 'program of the week'.

Of course, the easy answer is to use a module player, and there are even more of these than there are composition programs, but yet again, these replay programs are restricted to the number of different formats that they can handle, and some of them are distinctly unfriendly to the operating system (OS).

Now comes DeliTracker, the first module player which can replay ANY module regardless of the program it was created on. Better yet, it's completely OS friendly, and will multi-task without any problem. Because it's even AREXX compatible, you can write replay scripts which will load any number of modules, and run them in the background, perhaps whilst something else (such as a slideshow) is happening in the foreground.

The way that the program manages to be so flexible is by providing you with a 'hook' that can use your favourite module player instead of its own internal routines.

The program comes with its own internal support for *SoundTracker15*, *SoundTracker31*, *NoiseTracker*, *StarTrekker4* and *Protracker* modules. It also directly supports 35 extra external module players (which are supplied) for programs such as *GMS*, *OctaMED* and *SoundMON*. It even supports the play routines of some commercial programs including *TFMX*, *Sonix* and *Digital Musician*. Because the program has been re-written for Workbench 2 users, there are actually two separate programs on the disk (the other one is naturally for 1.2/1.3 users), each of which may optionally be loaded from the CLI. In fact, because the program has been written to co-exist in virtually any environment (including multi-media presentations) it will almost certainly work on the Amiga 1200 and 4000, too. Incidentally, it even supports accelerators.

When loaded from Workbench, the program presents you with a small panel containing CD player type controls. These can be used to change the replay speed of the current song and skip from track to track (if you've loaded more than one module).

Because of the way DeliTracker handles additional module players, it should never become out of date. If a new program comes along, just use its replay routine, or write your own, and this program will do the rest.

Very impressive indeed. If you've been looking for the perfect player to accompany your perfect sequencers, then look no further, you've found it!

Availble from: PD Soft, 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD. Tel: 0702 466933. Disk No:V844. Price: £3.00. Compatibility: All Amigas. Memory: 100k Plus module size.

90%

CULT TV VOL 2

MULTIMEDIA PRESENTATION

It seems that hardly a month goes by without another multi-media type program appearing in my mail bag. Of course, as long as they continue to reach the same high standards, I'll keep telling you about them.

Last month we had the American Football presentation. This month's offering is called Cult TV Vol 2, and as its name suggests, it's based around a number of cult television programmes; six of them to be exact! The programmes covered are The Twilight Zone, The Saint, The Man from UNCLE, Thunderbirds, The Prisoner and The Persuaders.

The presentation is introduced with a selection page containing the title screens of all six series, and clicking on any of the pictures will take you to information about the chosen programme. This information is divided into two areas: character information and episode guides. The character information section includes a nice digitised still of the selected person, along with a mini-bio of their performing credits. The episode guide lists every episode of the selected program, giving a brief plot summary or teaser and a list of cast and other production staff. There's also background information about the shows and a brief synopses of the series as a whole.

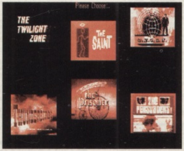
The entire presentation is compiled using the now familiar *Hyperbook* system with its mix of text and digitised stills and is nicely held together by the number of high quality tinted monochrome screens.

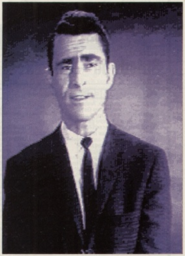
If you are a fan of any of the included shows, this is definitely one for your collection.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Disk Nos: Info1&2. Price: £4.25 for two disks. Compatibility: Any Amiga. Memory: 512k

82%

Patrick McGoohan
Complete Episodes Guide
Return to Main Menu





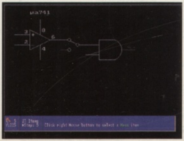
TRONI-CAD

COMPUTER AIDED DESIGN

Although there are a number of CAD (Computer Aided Design) packages available for the Amiga, they tend to be either very expensive or not worth the effort. Troni-CAD, on the other hand, has been created using *AMOS* to help circuit designers or people studying electronics to draw circuit diagrams with a minimum of effort.

It comes complete with a number of primitives – pre-drawn basic electrical elements (diodes, logic gates and that sort of thing) – which are menu selectable and can be used to build up far more complex images. There are also a variety of traditional drawing tools, such as lines and circles.

As this is merely a demo version, the save option has been disabled, but the printing functions work (although I didn't have any luck with my printer!).



```
Click right Mouse button to select a Menu item
```

There are the usual cut, paste and delete features that you might expect to find in a program of this type, and these can be applied to both individual primitives or blocks. A block is a defined area of your drawing containing a number of elements. This feature is useful because it enables you to build up your own library of primitives, or even more complex components, such as entire sub-circuits.

Whilst you're working, you can select from three viewing resolutions, ranging from high to low. High is ideal to give an overview of a large project, but for any sort of practical work, low resolution is needed.

A drawing may exceed the maximum size of the screen, and if it does, simply moving the mouse to the edge of the working window is sufficient to scroll around the display.

A minimum of 1Mb of memory is recommended, but for any sort of serious projects, you'll really want to have a couple of megs, of which at least 1Mb should be Chip RAM.

The full program retails for 500 Belgian Francs and you can buy it directly from the program's author. (I'd be interested to hear from any electronics experts out there who decide to buy it.) The instructions that come with this version are not worth a light but, fortunately, the program is so easy to figure out that a child could use it!

There are a large number of example circuit diagrams on the disk, so Toni-CAD is definately worth a look if this sort of thing interests you.

Available from: PD Soft, 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD. Tel: 0702 466933. Disk No: V888. Price: £3.00. Compatibility: All Amigas. Memory: 1Mb.

75%

BBASE II 5.5

DATABASE

Like word processors and spreadsheets, a database is one of those stock-in-trade computer programs which seems to be released in endless commercial and PD incarnations. One of the longest lived versions is *BBase II* which is now up to version 5.5.

It's not the most sophisticated program around, nor is it the easiest to use. However, it is probably the most attractive, and it offers exactly the right power to complexity ratio of any such program.

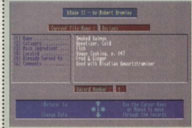
BBase II allows you to define and enter up to 600 records, and these may comprise up to nine fields. Once defined, each field may have an additional 'note' attached to it of up to 1k in size.

You can scroll through a database using the arrow keys, or you can use the program's search facilities to find specific records or ranges of records. When searching, you can either look for an entry which exactly matches a given criteria, or you can define parameters within which the data must fall. For example, you could only look for names beginning with the letter 'N'.

Despite the fact that much of the code has been re-written or optimised since earlier versions, the program has a rather slow update speed compared to commercial programs, but this is little more than a minor irritation. Not bad, but not as hot as it could be!

Available from: PD Soft, 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD. Tel: 0702 466933. Disk No: V762. Price: £3.00. Compatibility: Any Amiga. Memory: 1Mb.

75%



```
bBase II - by Robert Bromley

Current File Name : Recipes

(1) Name ................   Smoked Salmon
(2) Catagory ............   Appetizer, Cold
(3) Main Ingredient .....   Fish
(4) Located .............   Vogue Cooking, p. 147
(5) Already Served to ...   Fred & Ginger
(6) Comments ............   Good with Alsatian Gewurtztraminer

Record Number : 1

<Return> to                 Use the Cursor Keys
                              or Mouse to move
Change Data                 through the records
```

PUBLIC DOMAIN

Dept CU, 11 YORK PLACE, NR BRANDON HILL, HOTWELLS, BRISTOL BS1 5UT

NOW ALSO AVAILABLE FROM HARGWARE IN AUSTRALIA

Strictly pd – guaranteed to make you merry this Christmas!

All disks are compatible with the A500, those marked with '+' are also compatible with the A500 (+) and A600

NEW GAMES

ASI 1	Tanx, Rollerpede, Avatris +
ASI 2	Four classic games Get It! +
ASI 3	Megaball and Drip Superb +
ASI 4	Frogger and more games +
ASI 5	Raid, Go Looly and Retaliator +
ASI 6	PacMan and four more
ASI 7	Moonbase, Trix and Mightworks
ASI 8	Airace2, Hball and more +
ASI 9	Battlepong and Blizzard +
ASI 10	Escape, Pipeline and Pickout +
ASI 11	Dad, Connex, Reversi+ Trippin +
ASI 12	Llamatron, Car, Powerpong
ASI 13	Twintris + many more games
ASI 14	ChinaChallenge2 & Amiga columns +
ASI 15	Battlecars Lettrix and Mambamove!
ASI 16	Wastelands, Mission X and PacMan +
ASI 17	Tomcat, Defenda, Jetman Bugblaster +
ASI 18	Henry in Panic Skyflyer Omega race
ASI 19	Growth, FranticFreddy and more!
ASI 24	Revenge DuxCroak 3d maze +
ASI 25	Another mega collection – Buy it! +
ASI 26	SuperPacMan 92 Smash TV Ashido +
ASI 27	Addictive card games – Very good! +
ASI 28	Doody/DrMario/Invaders2/Madbomber2 +
ASI 29	DOG/Rome/Nova/B-Bal/Atax/Quadrix +
ASI 30	Bounce and Blast, Total Fire etc +
ENT +	1 Klondyke, Hball and more +
ENT +	2 Zerg BounceNbob Frogger +
ENT +	3 SpaceWars, Squamble and more +
ENT +	4 Zon Hanoi Yelp and more +

CLIP ART

- ■ The clip art in this collection is v.high quality
- ■ Huge bitmaps, many greater than an Amiga Hires screen.
- ■ For use in Dpaint/DTP packages
- ■ Each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse

ART01	Weddings clip art (2 disks) +
ART02	Houses – pictures of mansions (2 disks) +
ART03	Religious – full of holy clip art (3 disks) +
ART04	WW1 Aircraft (1 disks) +
ART05	Men 2 disks full of men at work +
ART06	Women 2 disks full of women! +
ART07	Kids clip art (2 disks) +
ART08	Business – office clip art (2 disks) +
ART09	Office – more of the same +
ART10	Students clip art +
ART11	Saletime – useful stuff inc. logos +
ART12	Xmas – a bit of Xmas cheer (3 disks) +
ART13	Punch – cartoons etc (3 disks) +
ART14	Animals – v.high quality pics +
ART15	Cats – 12 feline pics +
ART16	Silhouettes – 18 pics +
ART17	Schools (2 disks) +
ART18	Babies +
ART19	Sports – (2 disks) +
ART20	Olympic – more sporting stuff (2 disks) +
ART21	Medical clip art (2 disks) +
ART22	Sealife – in deep clip art +
ART23	Decorative months – pic for every month+
ART24	Wacky comedy clip art +
ART25	Holidays +
ART26	Banners (2 disks) +
ART27	Art Nouveau – floral art +
ART28	Butterflies +
ART29	Food – culinary clips (2 disks) +
ART30	Colouring Book – Colour in Dpaint +
ART31	Borders – for use in DTP (2 disks) +
ART32	Mac Clip – quality macart (2 disks) +
ART33	Hornback – scenic clip art +
ART34	Teddy Bears (2 disks) +
ART35	Vanity Fair – fashion clips (2 disks) +
ART36	Halloween clip art +
ART37	Showtime – dancing,singing etc +
ART38	Vegetarian clip art +
ART39	Floral – 14 pics +
ART40	Mythical – stars and zodiacs +
ART41	Dog woodcuts +
ART42	Cat woodcuts +
ART43	African woodcuts – more animals +
ART44	American woodcuts +
ART45	Arctic woodcuts +
ART46	Farm woodcuts +
ART47	Mixed animal woodcuts +
ART48	Birds woodcuts +
ART49	More animals +
ART50	Animal lineart +
ART51	Botanical line art +
ART52	Family Scenes (2 disks) +
ART53	Golf humour (2 disks) +
ART54	Space and transport +
ART55	Softscene2 – rural clip art +
ART56	Sports 3 +
ART57	Navy – lots of navy type pics +
ART58	Travel (2 disks) +
ART59	Border and alphabet clips +
ART60	Accents and flashes+

We now have FRED FISH 1-750

LATEST UTILITIES

U307	The Final Frontier Vol 3 (4 disks), latest edition of this brilliant Star Trek mag +
UU027	Filofax – reminds you of important appointments +
UU028	Bible (4 disks) The complete King James Bible
UU029	Tarot II read your own stars
U384	Cyclops v1.0 – art creation package – create plasmas etc +
U527	Professional D-Copy v3.0 – as good as most commercial copiers
U524	IntroMakers Kit – make own intro screens with IFF pics, digitised samples, and scrolled messages +
U528	Multiplayer – claims to be the most powerful, versatile music player for the Amiga +
U517	Kefrens Font Editors/Boot Menu Maker
U325	Label Maker – make your own labels
UU030	Understanding Amos – tutorial +
U508	175 Utilities – the most on one disk
U533	Thrallbound – contains spellcheck v1.3 and Examiner v1.0 which help you to learn and tests you on foreign words. Also contains good text adventure game+
U534	The main event – calendar & alarm clock+
U531	Powerbase v3.2 – powerful and user-friendly database +
U535	Wordpower v1.3 – spell checking, crosswords, anagram solving +
U514	PC Emulator – runs most pc business software +
U385	Plus! (13 disks) – 13 disks crammed with programs info etc. Entirely for A500/A600 users +
UU032	TDH Vol 1 – Amos users magazine +
U306	Strictly PD essential collection (4 disks) packed with utilities, gaems, music creators and printer utilities +

75p

USEFUL UTILITIES

UU001	A-GRAPH – Very easy to use – make bar + line graphs + pie charts. +
UU002	CLI TUTORIAL – Learn all about the CLI. Given 70% rating in this magazine. +
UU003	MESSYSID V2 – Reads and writes P.C. disks.Given magazine rating of 95%. +
UU004	POOLS PREDICTOR – Increase your chances of becoming a millionaire. +
UU005	DISK OPTIMISER – Brilliantly simple! Any disk loads up to 15 times faster. Mag rating of 93%. +
UU006	A 500 PLUS EMULATOR – Emulate the Amiga Plus on your 1.3 Amiga. (IMG Req).
UU007	FREECOPY V1.1 – Removes password protection to allow copying. +
UU008	CURSOR V1.0 – Compiler for Amiga Basic programmes. +
UU009	BROWSER II – An alternative to SID. Some may find it easier and better. +
UU010	PC TASK V1.04 – Powerful multi tasking P.C.emulator, supports CGA graphics, MS DOS floppies and even your hard drive. +
UU011	NIB V2.0 – Removes protection and copies. Very powerful. +
UU012	GATORS GRAPHIC GALLERY – Examples and step by step tutorials on how to create professional logos like ones found in demos. +
UU013	FISH TANK SIM – Simulates an aquarium. +
UU014	ANALTICALE SPREAD (2 DISKS) – This is the best spreadsheet program to date on the Amiga. +
UU015	AMIGA PUNT PROGRAM – Predict which horse will win from past form. +
UU016	JR COMM V1.02 – Latest version of this useful modem program. +
UU017	BEATRIX POTTER CLIP-ART – An excellent collection of clip art for any DTP program or D-Paint. +
UU018	PLOTTING AND GRAPHICS (2 DISKS) – Contains a full featured plotting prog, and a computer aided drafting prog. +
UU019	DB – A database with up to 50 fields, max of about 1.2 million records. +
UU020	HOME MANAGER – A great all in one address book with an inventory database + to do list. +
UU021	ASTRO PRO ASTROLOGY – The best astrology program on the Amiga by far. +
UU022	MULTI DOS V1.12 – After installation your Amiga drives can read 1MB disks. +
U0024	TEXT PLUS V4.0(E) – Latest update of this excellent word processor program. Now compatible with TeX the professional typesetting prog. Found in the Fish Collection. +
U0025	AMOS LESSON I – Find out how to get the most out of AMOS. Had good review. +
U0026	EDWORD 2.2 – Best text editor around. +
U0027	MEGACOLOUR V1.0 – A program which transforms a b/w screen into full colour +

We now have T-BAG 1–61

GAMES & EDUCATION

75p

N001	TOTAL CONCEPTS (2 DISKS) – Story books about astronomy and dinosaurs. +
N002	AMERICAN FOOTBALL COACH – Play therole of an American Football coach +
N003	BATTLEMENTS – Similar to Hunchback on the Spectrum and C64. +
N004	OTHELLO – The best P.D. version of this classic board game.+
N005	CRAZY SUE – The best PD platform
N006	SUPERLEAGUE MANAGER – Football management game.+
N007	METRO – Mini sim city. +
N008	SMASH TV THE RIP OFF – Great stuff.+
N009	HENRY IN PANIC – Jet set Willy clone. +
N010	MISTER + MISSIS – Amusing and cute platform/arcade adventure +
N011	DUNGEONS OF AVALON – Compares to likes of Dungeon Master. Stunning graphics and atmospheric sound effects. +
N012	CALORIEBASE – Received 89% in CU Amiga. Keep a daily database of your calorie intake. Usefulfor dieters +
N013	BACK TALK – Discusses common lower back problems, the causes and treatments given. Uses detailed pics/anims +
N014	TRAINING LOG – for fitness training +
N015	SPANISH,FRENCH,GERMAN,SPANISH TUTORS –4 great tutors +
N016	A VISIT TO THE RED PLANET – Guided tour of Mars, fascinating +
G396	FORMULA ONE CHALLENGE – 4 people can play in this excellent strategy match +
G397	TANK ATTACK – Attempt to storm HQ avoiding enemy tanks – good shoot em up +
G398	TOP SECRET – great text adventur e with cute graphics, given 100% in mag review +
G399	TOMCAT– fly your F15 against enemy planes, ships and gun towers +
G400	FIGHTER PILOT – superb WW1 game +
G380	CARD,BOARD & ARCADE GAME – 13 great games on one disk +
G381	PD PUZZLES – inc. puzzle + puzzle maker

DEMOS & MUSIC

D480	FRACTALE – excellent history of fractals
D483	ALACATRAZ ODYSSEY (4 disks) – probably the year's best demo
D487	WWF Pics – the clearest hi-res pics I've seen
D499	RAUNCHY SLIDES – pics of pretty girls
D507	SCHWARZTOONS (3 disks) – packedf with superb cartoon demos by Eric Schwarz
D130	SAM FOX SLIDESHOW
D129	MARIA WHITTAKER SLIDESHOW
D470	KATHY LLOYD SLIDESHOW
D316	MARIA WHITTAKER ANIMATION
D170	GIRLS OF SPORTS ILLUSTRATED
D500	DIGITAL DAMSELS
M374	HARDCORE III –pumping rave music and graphics
M376	TECHNOMANIA 91 – wire this into you hi-fi excellent
M378	NEW WAVE – slip on your slip ons and boogie down
M405	EXPRESSIONS 3 – 3 tracks with 27 minutes worth of brilliant house/rave music
M365	ALCATRAZ – more than music, highly original music and demos
M352	CHART TECHNO 1 – 25 minutes of altern-8 remixes
M356	BANGING RAVES – the 2nd coming, 11 bands in this great remix
M359	SUPERSYNTHS VOL 1&2 (1MB) – great graphics and music

75p

Blank disks...

12 in own box... £7.50, 50... £22.50
100... £40.00, Mouse mats... £2.99 each

VIDEO PRODUCTION

V001	DESK TOP VIDEO PACK – Collection for video producers, including Rolling Credits, Slideshow,Video Backgrounds, Special Effects, Pattern Generator and more!!! +
V002	S-MOVIE – Smooth scrolling video titler. +
V003	Turbotitler – Add subtitles to your videos. +
V004	TV & VIDEO GRAPHICS (8 DISKS) – Packed with background screens for your video productions +
V005	VIDEO PRODUCTION (2 DISKS) – Packed with video & Glenlock utilities. +
V006	VIDEO SCREENS 1 – Background pictures for video production. +
V007	VIDEO & ANIM: VIDEO DB – Keeps track of your video tape collection. RTAP lets you run large Anims on small MEM machines +
V008	IMAGE LAB – Like a mini art dept. Tools on tap does fades, colour bars & grey bars. +
V009	VIDEO: STILSTORE – Used to create over the shoulder Graphic inserts like the 9 O'Clock news. +
V0010	SHADES & FADES ANIMFADER – A utility to fade screens in and out +
V0011	ANDROIDS BACK VIDEO GROUNDS – Selection of B/G pictures. +
V0012	HARLEQUIN VIDEO ART & FONT DISKS (3 DISKS) – After its reviews in Cu Amiga shot to No.1 in sales chart. Excellent. +

CREATIVE UTILITIES

CR001	AMIGAVENTURE & ADVSYS – Make your own text games with these progs.+
CR002	PRINT STUDIO – Excellent for printing pictures or text. +
CR003	ANIMATION STUDIO – A brilliant Anim creator for you to make your own amimations. +
CR004	VERTEX MODELLING – Allows you to create 3D objects without using the X, Y & Z views. Loads sculpt 3D/4D & Turbo Silver. +
CR005	MODELLING OBJECTS – Contains over 20 vector objects in image format. Perfect for use with CR004. +
CR006	MAGNETIC PAGES V 1.30. – Create your own disk magazine. Received 10/10 in review by Amiga shopper mag. +
CR007	STRATA V1.0 – Landscape generator which allows printing of them from any angle any position & any magnification. +
CR008	AMOSBROT V1.1 (A) – This update has even more factal types which include Logistic Equation, Coast Lines & Trees – received good reviews. +
CR009	GRAPHIC PRODUCTION – Utilities collection inc scenery V1.0, Landscape, Landbuild V3.2, Cloud 9, Genesis demo. +
U241	FONTS/LOGOS – For use with D-Paint. +
U237	PROFESSIONAL DEMO MAKER – Create your own demo masterpieces. +
U299	SLIDESHOW MAKER – Shows how to present slideshows in different ways. +
U084	SPEECH TOY – Get your Amiga talking. +
U082	VOICES – Add speech to your demos etc.+
U312	MANDLEBROTS – The best Mandlebrot generator around. +
U315	ULTIMATE ICONS – Includes Icon Lab, Icon Master & Icon Meister – splendid disk.+
U321	SUPA FONTS – For use with D-Paint etc. +
U079	ELECTROCAD – Impressive package.+
U078	MCAD – Great 3D Design Package. +
U331	LAND BUILD 3.2 – Generate landscapes and view from any angle. Amazing! +
U346	ULTRAPAINT – Fab paint package. (+)
U364	SCREEN MOD – Customise the way programs and screens appear. +
U366	SHADOW DEMO MAKET – 3 Brilliant demo making utilities. +
U500	DEMO CREATOR PACK (6 DISKS) – Get the most out of your Amiga – Get creative. +
U491	DKB TRACE – Excellent Ray Trace prog.

STRiCTLY pd

DEPT CU, 11 YORK PLACE,
NR BRANDON HILL,
HOTWELLS, BRISTOL BS1 5UT

◆ **Cheques/P.O's payable to STRICTLY PD**

◆ **Buy 30 or more disks for just 75p each**
◆ Over 21 disks ONLY 85p EACH
◆ Only **99p** per disk when you order 11 or more!
◆ Orders of 10 or less pay £1.25 per disk
◆ Please add £1 to all UK orders for first class postage.Orders from Europe please add 25p per disk and Rest of World add 50p per disk for extra postage costs.
◆ Catalogue disk available only £1. Reviews of well over 1000 disks + loads more

◆The complete Strictly P.D. library is now available in Australia. To order a catalogue please send a cheque or postal order for $2.00 to Hargware, Dept AC, 29 Woralu St, Woramanga, ACT 2611, Australia.

Amiganuts

Public Domain Library
12 Hinkler Road Southampton Hants SO2 6FT
Phone (0703) 470017

Send this advert for a free copy of our catalogue disk containing two games, a short story and DCopy2

POPULAR PD DISKS

UTILITIES

1265 Word Power V1.1
1266 AGraph & Freepaint (P)
1267 TextEngine v.3.4 (P)
1268 UEdit v.30s (P)
1269 PCTask (P)
1270 Magnetic Pages (P)
1271 FreeCopy (P)
1272 BBase IIv5.3 (P)
1273 DCopy v2 (P)
1274 WBase & WControl (P)
1275 The Money Program (P)
1302 Inventory 2
1303 Epoch v3c (P)
1316 Football League (P)
1309 Audio Anim Studio (P)
1319 Super Sound v2.1a (P) (Mb)
ASIU 1-6 Assassins Util Disks

GAMES

1323 The Dart Machine (P)
1276 Hellzone(P)
1277 Fatal Mission (P)
1279 Raid III (P)
1280 Defender (P)
1281 Wot's It's Name (P)
1282 Top Secret (P)
1283 Catacombs (P)
1296 Mental Image I (P)
1297 Mental Image II (P)
1304 A Night At The Top (P)
1307 Sanity (P)
1311 Gameboy Tetris (P)
1313 Strikeball I (P)
1320 Dover Duk (P)
1324 2 Neighbours Game (P) Mb)
1284 Typing Tutor (P)
1285 CLI Tutor (P)
1299 Irregular Verb Quiz (P)

MISCELLANEOUS

1312 2 The Journey (P) (Mb)
1322 Dolphin Dreams (P)
1301 2 J's CD Player (P)
1315 Sudden Impact

ASSASSINS GAMES DISKS

ASI 1 Tanx, Rollerpede, Amigoids, Cave Runner, Avatris
ASI 2 Girl Action, Missile Command, Amoeba Invaders, Bally II, Maze Think Ahead
ASI 3 Mega Ball, Drip
ASI 4 Jumper, Gomuku, Jumpy, Cracker, Klondyke, Turbo Duel
ASI 5 Go Looly, Retaliator, Raid
ASI 6 Downhill Challenge, Pacman 87, Llamas, Welltrix
ASI 7 Destination Moonbase
ASI 8 Air Ace II, Snakepit, H Ball, Number Fumbler
ASI 9 Blizzard, Battle Pong
ASI 10 Pickout Escape, Sys, Pipeline
ASI 11 Dad, Reversi, Connex 4, Trippin, Towers of Hanoi
ASI 12 Car, Power Pong, X..F.I., Llamatron
ASI 13 Amigatration, Block It, Squamble, Super Twintris, Asteroids, Ball
ASI 14 China Challenge, Amiga Columns
ASI 15 Lettrix, Mamba Moves , Battle Cars
ASI 16 Wastelands, Delemma, Raid II, Pacman
ASI 17 Jetman, Defenda, Tomcat, Bug Blaster
ASI 18 Omega Race, Sky Flyer, Henry In Panic, Megatron
ASI 19 Growth, Blop Box, Fight Slider Biplane Duel, Frantic Freddie
ASI 20 Microbes, Hollywood Trivia, Match Patch, Amos Coin Drop
ASI 21 Zeus, Dragon Tiles, Tetrix, Battlements
ASI 22 Lemmingoids, Duel, MouthMan, Wizzy's Quest
ASI 23 Quick Money, Biplane II, Interferon, Arcadia
ASI 24 Revenge of the Mutant Camels Nebula, Croak, 3D Maze, Dux
ASI 25 E Type, Mr Brick, Mr Wobbly, Hemroids, Copper
ASI 26 Super Pacman '92, Smash T.V, Ashido, Bally III, System 4
ASI 27 Video Poker, Card Sharp, Montanna, Blackjack Lab
ASI 28 Doody Game, Dr Mario, Invaders 2, Flag Catcher, Mad Bomber II
ASI 29 Dog, Rome, Nova, Bridge Ball Attacks, Quadrix
ASI 30 Chrome, Tank Attack, BounceNBlast, Raid III(Total Fire)
ASI 31 Ishi O Matic, Crazy Pipe, Arazmax, Revolution
ASI 32 Blob, Fire Fighter, Sector One
ASI 33 Total War, Hyper Ball
ASI 34 Trail Blazer, Yelp, Q-Bic, Rush Hour,
ASI 35 Poing, Snakepit, Jump N Roll, Cybernetix
ASI 36 Donkey Kong, Sub Attack, Tacktix, Mother Lode, Wonderland
ASI 37 Klaktris, Pod Paccer, Ghostship,
ASI 38 Baldy, One On One, Transplant, Skyflyer II
ASI 39 Blue Moon, Card O Rama, Klondilke, Power Poker, Sea Haven, Spades, Amiga Solitare Streets & Alleys, Blackjack, Spades, Crib Master
ASI 40 Puzz 15, Gold Rush Hour, Cobra, Dumbbell, Flying, Bunny Rabbit, Get My Coat, Wordhai
ASI 41 Delux Pacman, Leap II, Hellzone, Tractor Beam
ASI 42 Galaga 92, Dogs In Space, Intruder Alert

OctaMED Pro4

The definitive sequencing package! Utilises up to 8 channels using audio hardware and 16 if using MIDI Package has built-in sampling software. synthesised sample editor , Even popular computer press run series on this program, its that good.

Europe	
OctaMED & Manual	£30.00
OctaMED	£22.50
Manual	£8.50

World	
OctaMED & Manual	£30.00
Manual	£10.00

AMFC (£10.00) Music File converter. Allows modules to be converted between common sequencer formats including MusicX, OctaMED, Octalyser, NoiseTracker etc.
A-Gene (£15.00) The world renowned geneology program.
Frac2(£5.00) Adventure creating system Received well by the press.
Amibase Pro 3 (£10.00) Final version of this popular database program. This is more comprehensive than the PD version.
Amnuts (£3.00) Multi font text displayer/scroller.

ACC (4..00) The magazine for assembly language programmers. Issue 29 available.

NEW NEW NEW NEW NEW NEW

Fruit machine (£3.50)
The best version yet!
Excellent graphics, spinning reels, Hold Nudge, Series Climb, High ScoreSave etc.

AM/FM DISKS

Amiga Musicians Freeware magazine. Each issue comes with a disk of high quality samples and features MIDI as well as tracker modules. 9 issues £4..50 Each.

PD Compilations

ASIPI any 10 Assassins disks for £11.50
ASIPI any 20 Assassins disks for £21.50
ASIPI any 40 Assassins disks for £42.00

MUSPO : OctaMED 5 Disks Pack £5.50 Includes PD version of this tracker, 2 sample disks and two modules disks.

MUSPI :8 disks of sa,ples for OctaMED v4 the samples have been crunched using PPacker. £9.00

MUSP2 10 disks of Merlin samples, suitable for any sequencer £10.50

MUSP3 14 disks of modules for OctaMED v4 All modules havebeen crunched using PPacker £15.00

ANIM1 5 disks of aminations by Eric Schwartz, including the famous Aerotoons.
Will run on a 1 Meg Amiga £5.50

POSTAGE

	EC	World
1 to 5	£0.60	£1.50
5 to 10	£0.60	£3.00
10 to 20	£1.00	£7.00
20+	£2.00	£9.00

PD PRICES

All PD orders supplied on Sakura disks.
1 to 5 disks £1.80 each
5+ £1.25 each
Cheques/Postal Orders payable to:
Amiganuts

ORION PD

89p

FREE DISKS ORDER
5-10 get 1 free
11+ get 2 free

Dept CU5
14 Ouston Close
Wardley
Gateshead
Tyne & Wear
NE10 8DZ
Tel: 091-4385021

UTILITIES

U004 D-COPY V2.0 + excellent copier
U005 MESSY SID II + PC-Amiga transfer
U006 AMIGA FOX DTP + make leaflets
U011 OPTI UTILITIES II + lots of utilities
U012 LABEL BASE V3.0 + database
U013 TEXTPLUS V3.0e + the best w/p
U015 DISK SALVAGE + recovers files
U016 RED DEVILS UTILITIES + great
U018 NUKE v1.5a + virus killer
U019 NEW SUPER KILLERS + get it!
U020 PRINTER UTILITIES + essential
U027 WORLD DATA BANK V2.2+ maps
U028 A64 EMULATOR V2.0 + great
U030 LABEL MAKER V1.5+ colour labels
U034/38 PAGESETTER Clip Art (5) +
U040 AMIBASE PRO II + great databse
U042 TYPING TUTOR + improves typing
U043 PROFESSIONAL D-COPY v3.0
U044 CASSETTE LABELLER + good
U045 POOLS PREDICTOR + feel lucky?
U050 AMIGA DISK COPIERS essential
U051 SUPERSPELL + 9000 words
U064 SUPERDUPER V2.02 + copier
U071 ICONS + hundreds of icons
U073 GELIGNITE FONTS 3 + get it!
U074 MULTI PLAYER + music player
U079 ICON EDITOR + essential editor
U083 CARTOON BRUSHES + great
U086 FREE COPY V1.8 + great copier
U087 SPELL CHECK V1.3 + New
U088 ZX SPECTRUM EMULATOR +
U089 TEXT ENGINE 3.4 + simple W/P
U092 POOLS TOOLS + pools help
U093 BICS V1.10 + boot intro creator
U095 TEXTRA V1.12 + W/P new version
U098 JOURNAL HOME ACCOUNTS +
U099 BUSINESS CARD DESIGNER +
U100 AMIGA TUTORIAL + essential
U103 ANIMATION STUDIO + good
U106 FINDEX + simple database
U108 FILEOFAX + the best organizer
U114 DISK MAGAZINE CREATOR +
U115 EMULATORS COMPILATION
U117 600 BUSINESS LETTERS +
U120 MAGNETIC PAGES V1.3 +
U122 TALKING COLOURING BOOK +
U128 A-GENE V4.18 + geneology prog
U138 FORMS REALLY UNLIMITED +
U139 PC TASK + great PC emulator
U149 AMIBACK + hard disk utility
U157 ZOOM V5.4 + disk archiver
U159 DISK PRINT V3.51 + label printer
U167 PRINTER DRIVERS canon & star
U168 TYPOGRAPHER + font editor
U171 BOOTX V5.03 WB2 V4.5 WB1.3
U172 POWER PLAYER V3.0 +
U173 CROSS MAZE V1.0a + cross word
U176 BBASE II V5.5 + database program
U180 IQ TESTER + test your own IQ
U221 PRO DEMO MAKER
U222 VIDEO II video utilities
U223 FONT EDITOR
U228 VCR V1.1 + video database
U229 DISK MATE V2.1 + disk copier
U238 LANDSCAPE GARDENING
U242 DELI TRACKER + music player
U247 ANTIFLICKER eases hi-res flicker
U249 FLASH COPY multitasking copier
U253 MENU MASTER 2.1 +menu maker
U254 CHEQUE BOOK + home finances
U255 BLUE ROSE FONTS + great fonts
U256 VIDEO MANAGER +tape organiser
U260/264 WB2 UTILITIES (5) essential
U272 ZKICK 3.01 A500+ emulator, get it
U277/281 COLOUR FONTS + nice fonts
U282 NIB 2.0 a powerful copier
U283 LITTLE OFFICE integrated pack
U284 EMULATORS 2
U288/289 EDUCATION 1 (2)
U291/294 GRAPHICS UTILITIES (4)
U295 OCTAMED 4.0+ music editor demo
U296 BFORMAT 4.0 + formats bad disks
U297 LSLABEL 1.29 + new label printer
U298 ARESTAURE+ restore deleted files
U299 FIM WB2 Fast Intro Maker
U300 P-COMPRESS 2.5 + fast cruncher
U302 PLOTMAP 0.85 WB2 world map
U305/307 U-EDIT 4.0 (3) + full version
U314 PC-AMIGA + transfer files +more
U334 PROTRACKER 2.2 + music editor

ANIMATION

A013/18 AGATRON ANIM PACK (6) +
A025 STAR TREK
A028 RAIDERS ANIMATION 1M
A046 STEALTHY ANIMATION +
A047 VIETNAM CONFLICT +
A048/49 ANTI LEMMIN (2) 2Mb +
A050 STEALTHY II +
A052 STAMP COLLECTOR +

DEMOS

D020 RAY OF HOPE 2 great megademo
D021 ALPHA OMEGA + just brilliant
D022 VOYAGE + superb effects
D024/28 ODYSSEY 1M (5) + Excellent
D034 FILLET THE FISH+ similar to puggs
D035/36 HARD WIRED (2)
D038 AMOS BIG DEMO V4.0 +

GAMES

G007 3D BREAKOUT +
G027 FRUIT MACHINE +
G039/40 C64 GAMES (2) needs U028
G054 2-PLAYER SOCCER LEAGUE +
G056 FORMULA 1 CHALLENGE V3 +
G080 MORIA V5.4 +
G082 MONOPOLY +
G083/84 STAR TREK (2) +
G085 QUADRIX +
G097 Q-BIC +
G098 SUPER PACMAN 92 +
G102 DUEL +
G103 TETTRIX +
G107 POPEYE LCD GAME +
G108 ASSASSINS GAMES 22 +
G109 E-TYPE +
G110 FRUIT MACHINE 2 +
G111 ASSASSINS GAMES 24 +
G113 TOP OF THE LEAGUE +
G114 Dr. MARIO +
G115 SOCCER CARD +
G116 ASSASSINS GAMES 37 +
G117 ASSASSINS GAMES 38 +
G119 BATTLE CARS 2 +

DEJA VU

DEJA VU LICENSED SOFTWARE IN STOCK NOW. CURRENTLY UP TO DISK 128. DEJA VU DISKS £3.99.

FRED FISH

WE STOCK THE LATEST FISH DISKS IN OUR LIBRARY (UP TO 780+)

CATALOGUE DISK

75p Includes games & utilities

PRICES

1-5 DISKS	£1.25
6-19 DISKS	99p
20+ DISKS	89p

POSTAGE

UK ORDERS	75p
EUROPE	£2.00
WORLD	£4.00

HOW TO ORDER

Please make cheques with bankers card number or postal orders payable to " ORION PD "
All orders despatched 1st class same day.
+ = A500+/A600 compatible ( )= Number of disks
WB2 = This program is only WB2.04 compatible

SPECIAL PACKS

BUSINESS PACK 1 +	Contains 5 disks	£4.95
BUSINESS PACK 2 +	A further 5 disks	£4.95
UTILITIES PACK 1+	Contains 5 disks	£4.95
FONTS PACK 1 +	Contains 3 disks	£2.95
CLIP ART PACK 1 +	Contains 5 disks	£4.95
CLIP ART PACK 2 +	Contains 5 disks	£4.95
GAMES PACK 1 +	5 disks - 30 games	£4.95
GAMES PACK 2 +	5 disks - 30 games	£4.95

---

systecpd

QUALITY PUBLIC DOMAIN

Assassins Games

The ultimate collection of PD games, brought to you on 30 great disks. Over 130 games to choose from at the bargain price of **£27.95**

Clip Art

This 7 disk set of clipart contains everything from fonts to fancy borders and textures. Hundreds of pics just waiting to be loaded into your favourite art or DTP package.
7 Disks........... **£6.95**

Emulators

Now you can run ST, PC, Spectrum, C64 and QL software on your Amiga with this great
5 disk pack......... **£4.95**

Deja Vu Licenseware

The complete Deja Vu range is now available from us. This is professional software, with a fee going to the author
All Deja Vu is.... **£3.99** each

Animations

A20	Amy vs Walker
A22	Batman the Movie
A26	At the Movies 2 (4)
A31	A Day at the Beach (2)
A46	Space Ace
A57	Gulf War Conflict
A64	Coyote Strikes Back

Demos

D10	Pixeled Pleasures
D17	Do the Bart Man
D19	Oblique Infinity
D24	Marit Whiticka
D25	Insperation is None
D28	Dynamic Demos 4
D30	Virtual Worlds
D32	System Violation
D40	Phenomena, Enigma
D55	Digital Innovation
D60	Alcatraz Odyssy (5)
D61	Hardwired (2)
D67	Red Dwarf Demo (2)
D71	The Wall (6)
D94	InterSpace
D103	Decaying Paradice
D107	Subliminal Vision

Utilities

U03	175 Utilities
U04	Music Rippers
U12	N-Cad
U20	Amiga Tools
U23	Norch C
U40	Kawai K1 Editor
U51	Home Utilities
U60	TV Graphics (2)
U63	Hard Disk Utils
U67	50 Workbench Hacks
U84	Sampler Maker
U93	Amicash
U95	Printer Utilities
U103	Sid II
U110	Home Business Pack
U122	Startup Utilities
U129	Direct Action
U144	Thingies
U145	Workbench Fun
U148	Protracker 2.2
U149	Video Manager
U153	Fiddle with Fun
U163	Fonts (3)

Catalogue Disk

Our Catalogue disk contains information on all our disks. It also contains a FREE game, and a demo.

Catalogue disks are now updated every week.

£1.00

We are looking for Coders, Graphic Artists and Musicians to produce games, demos and utilities with us.

This list represents only a small selection of disks available. We stock over 1000 disks with new titles arriving each week. If there is a particular program you require, please do not hesitate to contact us. If we don't have it, we'll get it for you at no extra cost. We believe in giving the PD buyer the highest quality service

Disk Prices

1-10 – £1.25 each
11-20 – £1.15 each
21+ – £1.00 each

Joysticks We have a large stock of joysticks at ....**£4.95** each

pd

All disks are VIRUS FREE and are despatched within 24 hours.
Please add 75p to total order towards postage and packing.
Please make cheques/POs payable to SYSTEC PD and send to:
2 Ridge Road, LETCHWORTH, Herts, SG6 1PN (0462) 483604

pd

We stock FISH and TBAG disks.

DIGITALLY MASTERED SAMPLES

IFF SOUND SAMPLE LIBRARIES

Each disk is compiled from a **studio quality master** and is sampled on the Amiga at **twice the sample rate** of P.D. sample disks. They are compatible with all P.D. and commercial tracker and sequencer programs. N.B. no. of samples in brackets.

001 **AFRICAN**	: Talking drums, Marimbas, chants etc. (53)
002 **INDIAN INST**	: Sitars, Bansuri, Chants etc. (19)
003 **INDIAN PERC**	: Tablas, Bayas, Rhythm Loops etc. (35)
004 **ARABIC**	: Ud, Saz, Bendir, Rhythm Loops etc. (37)
005 **FAR EAST**	: Tibetan Bells, Yangqin, Koto etc. (31)
006 **EUROPEAN**	: Balalaika, Choirs, Bodhran etc. (34)
007 **OCEANIA**	: Didjeridu, Chants, Slit Drum etc. (23)
008 **AMERICAS**	: Kena, Berimbau, PanPipes etc. (30)
009 **FX PERC.**	: Power Toms,Snares & Bass,Scratch & Rap. (88)
010 **DRUM KIT**	: Bass&Snares,Hi-Hats,Cymbals&Toms (63)
011 **ANALOG PERC.**	: TR-808, CR-78, Loops etc. (64)
012 **LATIN PERC.**	: Timbales, Congas, Cabasas, Cowbells etc. (107)
013 **GUITARS**	: Acoustic, Electric & Distorted etc. (41)
014 **BASS GUITARS**	: Slap, picked, fretless, FX, etc. (44)
015 **ANALOG BASS**	: Oberheim, Roland,Korg, etc.(22)
016 **DIGITAL BASS**	: Yamaha DX, Roland, Korg, etc. (28)
017 **BRASS**	: Sections, Saxes, Trumpets, etc. (24)
018 **SYNTH BRASS**	: Analog, Digital &L.A, etc. (18)
019 **PIANOS**	: Octave Splits, with strings,FX (16)
020 **STRINGS**	: Cello, Orch. Hits, Sections, etc. (21)
021 **SYNTH STRINGS**	: Analog & Digital (19)
022 **CHOIRS**	: Mixed choirs, with bells & synth (16)
023 **ORGANS**	: Church & Electric (17)
024 **BELLS**	: Real & Synth, with Choir & Strings (20)
025 **SOUND FX**	: Action Sounds, Explosions, Gunshots, etc. (30)

Each Disk is priced at £2.50, any 10 for £19.95, the Complete Collection for £49.95. In addition, Sampler owners can use our **Digitally Mastered** Chrome, Metal, or DAT **sample Cassettes** which contain most of the above samples: COO1 **WORLD MUSIC COLLECTION** (175)
C002 **PERCUSSION COLLECTION** (228)
COO3 **GUITARS AND BASSES** (161)
Each Chrome: £9.95, Metal: £11.95, DAT: £16.95.
The Three collection Package is priced at:
£21.95 (Chrome), £25.95 (Metal), £38.95 (DAT)

P&P £1 (any order) Cheques & P.O.s to :
WALKABOUT MUSIC (Dept. CU)
TRENOVISSICK FARM,THE MOUNT, PAR,
CORNWALL PL24 2DA
Tel: (0726) 813807

AMIGA POWER SUPPLY £29.99

Genuine Commodore, 1 year warranty. Send us your faulty unit and pay only £19.99. Same day despatch by Parcelforce.

AMIGA REPAIR (A500/A500+ ONLY)

£37.99 - Any fault (even drive or keyboard!) Send machine with covering letter and payment. Price includes return carriage, insurance and 3 month warranty.

AMIGA					SPARES
	A520 modulator	£29.99	A520 Modulator exchange	£19.99	
	5719 Garry	£ 9.99	8362 Denise	£ 7.99	
	Amiga Mouse	£ 6.00	3 1/2"Internal Drive(Chinon)	£37.99	

Cheques and postal orders to:
Omindale Supplies, 23 Curzon Street,
Derby DE1 2ES. Tel: 0332 291219

Discount Prices For Dedicated Users

C + S COMPUTERS

Silly Pri
Serious Pe

Free T-shirt with every order over £10.00!
T-shirt + 40 cap disk box with all orders over £20.00!
Over 800 second hand + new games from only £3.50!!
Send for our catalogue now!!

Joysticks

Power Play Cruiser	(Black)	8.9
" "	(Multi)	8.9
Competition Pro	(Black)	10.9
" "	(Extra clear)	14.9
" "	(Star)	13.9
Apache		5.9
Python 3		8.9
Maverick		10.9
	Over 20 more at discount prices.	

Amiga 1200 Hard Drives 80Meg £245 40Meg £215 P&P £7.50

Disks (Bulk, Coloured)

3 1/2" DSDD	Orange (min qty 20)	45
"	White	45
"	Red	45
"	Black	45
"	Yellow	45
"	Green	45
"	Blue	45

Special Price Games

Antheads	5.00
Bloodwych	5.00
Centrefold squares	5.00
Conflict Europe	5.00
Defender 2	5.00
Edd the Duck	5.00
Fed of Free Traders	5.00
Falcon	6.00
Falcon Mission Disk	3.50
Fruit Machine	5.00
Fuzzball	6.00
F1 Tornado	6.00
Kick Off + Data Disk	6.00
Killing Cloud	6.00
Kings Quest 4	9.99
Knights of the Sky	9.99
Leisure Suit Larry 3	9.99
Last Ninja 3	9.99
Moonstone	9.99
Narc	7.00
Ninja Remix	9.99
Pacmania	7.50
Photon Paint Data Disk	9.99
Space Quest 1	9.99
Wish Bringer	9.99
4D Sports Boxing	9.99

USED 3 1/2" DISKS
25p each
Trade Enquiries welcome

For Postage on Disks Please Ring

EXAMPLE LIST OF OVER 800 GAMES AT LOW LOW PRICES. SEND £1.00 FOR FULL CATALOGUE.

To claim T-Shirt or Box etc. Please write on order.

New Games

A-Train	24.
A320 Air Bus	24.
Alien Breed 92	14.
Archer Macleans Pool	20.
Ashes of Empire	24.
Bat 2	24.
Captive	14.
Dune	24.
F15 Strike Eagle 2	17.
F16 Falcon	14.
Formula 1 Grand Prix	18.
Goblins 2	21.
Harlequin	16.
Heimdall	15.
Humans	21.
Ishar	15.
Jaguar XJ220	15.
Jimmy White Snooker	18.
Kcik Off 3	20.
Lemmings	15.
Pang	10.
Pinball Dreams	15.
Premiere	15.
Prince of Persia	12.
Project X	19.
Utopia	15.

Cheques & Postal orders to:
C & S Computers
37 Park Road,
St Marychurch, Torquay,
Devon TQ1 4QR

Telephone: 0803 329190 P&P on Hardware £7.50. P&P on Games £1 postage on disks please ring. Used disk 30p each. Our shop is open Mon-Sat 10am - 8.30pm.
Send £1 & a large S.A.E. for our catalogue. Refundable with first order. Please allow 5 days for cheques to clear. Prices subject to change & availablity.

DISK STORAGE BOXES

3.5inch 10	capacity (qty 5)	£4.50
3.5inch 50	capacity. Lockable	£3.70
3.5inch 100	capacity. Lockable	£4.70
3.5inch 200	capacity. Stackable	£11.99
3.5inch 250	capacity. Stackable	£18.00
5.25inch 60	capacity. Lockable	£3.70
5.25inch 100	capacity. Lockable	£4.70

ACCESSORIES

Parallel Printer Cable 1.8 mtr	£4.90
IBM/Atari/Amiga Mice	£11.99
2:1 Auto Data switches	£19.99
2:1 Manual Data switches	£16.99
4:1 Manual Data switches	£19.99
Crossover switch 2 to 2	£22.99

PRICES ONLY IF BOUGHT WITH DISKETTES

3 1/2" DISKS

Type	Qty 25	50	100
BenchMark DS/DD	£18.60	£32.20	£47.35
Unbranded DS/DD	£13.40	£22.20	£41.35
BenchMark DS/HD	£34.80	£63.35	£71.70
Unbranded DS/HD	£26.20	£38.35	£63.70
Pre-formated Disks:			
BenchMark DS/HD	£36.25	£66.50	£78.00
Unbranded DS/HD	£27.75	£41.50	£70.00

All 3.5 inch diskettes include labels

5 1/4" DISKS

Type	Qty 25	50	100
BenchMark DS/DD	£11.00	£18.00	£28.00
Unbranded DS/DD	£9.50	£16.00	£24.00
BenchMark DS/HD	£18.00	£31.50	£52.50
Unbranded DS/HD	£14.00	£27.00	£48.00

All 5.25 inch diskettes include envelopes & label set

ALL PRICES INCLUDE VAT & DELIVERY (UK ORDERS ONLY)

24 HOUR ORDERLINE 0597 851784

M C S

Cheques and Postal Orders to:
MANOR COURT SUPPLIES LTD
Telephone: 0597 851792 Fax No: 0597 851416
Dept CU03 151 Glen Celyn House Penybont,
Llandrindod Wells, Powys, LD1 5SY

VISA

EDUCATION AND GOVERNMENT ORDERS WELCOME

Northern
COMPUTER
Markets

50p OFF

ADULT ADMISSION WITH THIS VOUCHER

1993 DATES

6th	Mar	Manchester (Bowlers Exhibition Centre)
7th	Mar	Liverpool (Everton Park Sports Centre)
13th	Mar	Middlesboro (St Marys Centre)
14th	Mar	Wolverhampton (Novotel Hotle)
3rd	Apr	Manchester (Bowlers Exhibition Centre)
4th	Apr	Coventry (Novotel Hotle)
17th	Apr	Sheffield (Novotel Hotle)
18th	Apr	Oldham (Periquito Hotel)

ALL SHOWS 10AM TO 3PM
Normal Adult Admission £1.50
WITH THIS VOUCHER £1.00

COME & VISIT THE BEST SHOWS WITH THE LOWEST PRICES

STALL SALES
061 681 0569

ADVERTISERS INDEX

5 STAR PD 136
AMIGA NUTS 141
ARK 128
AUDITION COMPUTER 90,91
BRUCE SMITH BOOKS 122
BURFORD COMPUTER SERVICES 150
COMPUTER DESIGN SERVICES 128
CONNECT INTERNATIONAL 78,79
CORE DESIGN 45,67
DART COMPUTER SERVICES 150
DATAGEM 170
DIRECT COMPUTER SUPPLIES 164
DR SOFT 97
DTBS 128
EAGLE SOFTWARE 155
ECU 63
ENTERTAINMENT INTERNATIONAL 19
ESP 143
EUROPRESS SOFTWARE 32,33,73,75
EVESHAM MICROS 88,89
FIRST CHOICE 46,47
GASTEINER 54
GOTHIC GAMES 54
GREY-TRONICS 110
GROUND ZERO 148
HB MARKETING 97
HOBBYTE 70,71
INDI 114,115,116,117
INFORMATION MEDIA SERVICE 84
KOSMOS 97
KRISALIS 44
MANOR COURT SUPPLIES 142
MEDIA SCENE (UK) 174
MICROPROSE 41,51
MJC SUPPLIES 104
NBS 132,133
OCEAN SOFTWARE 29,60,180
OMINDALE LTD 142
ORION PD 141
OWL ASSOCIATES 128
PD DIRECT 101
PD SOFT 127
PHOENIX MAIL ORDER 20,21
PREMIER MAIL ORDER 128
PYRAMID PD 128
ROMBO LTD 179
SELL OUT 174
SEVENTEEN BIT 124
SILICA SYSTEM 107,113,129,159,169
SNAP COMPUTER SUPPLIES 148
SOFTWARE CITY 166
SOFTWARE DEMON 24
SOLID STATE LEISURE 57
SOUTH LINCS PD 136
SPECIAL RESERVE 4,5
STANHOUSE ENTERTAINMENT 38
STAR MICRONICS UK LTD 87
STRICTLY PD 140
TALKING BIRD 150
THALION SOFTWARE 8
US GOLD 2,3
YEW TREE 136

"PLEASE REMEMBER TO QUOTE CU AMIGA WHEN CONTACTING ADVERTISERS."

PROFESSIONAL

FOOTBALL MASTERS

Football Masters is the very latest Multi-Manager Football Simulator for 16 bit computers. After 5 years of development we are proud to announce the release of the most comprehensive football management game ever. This is the fourth and final revision . It's waiting to test your skills right now! Features Include:-

Multi-Manager game for 1 to 4 Players. Three levels of difficulty. **48 Hour Dispatch Available**

Choose six from fifteen **Tactics**. The player **Formation** routine is the most versatile ever created. You can inspect nearly all **Opponents Statistics** and you can see all **Pitch Sizes**.

Match highlights minute by minute, make substitutions or team changes at any time. Live injuries, yellow/red cards and named goalscorers. **Match Report** with possession, number of shots etc.

Full UK and European Cup itinerary. Includes FA, League, Zenith Data, Autoglass, European, Cup Winners and UEFA Cups. All cup match rules have been made as accurate as possible. Two leg ties, Extra time, Away goal rule, Seeded draws, **European Mini Leagues**, etc. You can physical participate in any **Penalty Shootout,** fully animated graphics, controlled by joystick and/or mouse.

All 4 league divisions **(includes Premier)** with play-offs and league expulsion.

Real initial, surname, league career records, height and age entered for all players as at the start of the 92/93 Season. Seven skill ratings per player, separate ones for goalkeepers. Plus 15 other special attributes like Captain, Super Subs & Mobility. Players **Preferred Foot**.

A lively and real-time transfer market, with an approach facility, negotiate wages and contracts, includes **Foreign Transactions**. Plus loans, free transfers and trainees. Unique and simple training system to improve player skills. ST 512K version excludes penalty sequence.

High quality printer facilities to list all the vital information. Masses of historical statistics on past games, players and manager. Realistic **Gate Capacities** and **Ground Improvements**.

Quick game data load and save. All screens updated quickly and displayed in a pleasant format, which is easy to use and comfortable to read. Fully mouse operated. Printed instruction booklet with plenty of diagrams. An Editor is available (as an extra) to add flexibility to the new or saved games.

An options screen allows some of the above to be switched off if so desired. Others not mentioned above include **Show All Goalscorers** (when possible) and **Show Transfer News**.

NEW ENHANCED 92/93 VERSION

WANTED! Sports related programs or programmers.

Bold text highlights new features. **Scottish** version also available.

ESP Software, 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND.

There are many, many other little things that make this game the most addictive and accurate interpretation of a Football Managers season. It would be impossible to list all the features in this advert but we assure you that this is the best. We have thousands of satisfied customers from our previous edition of this game, many are still playing it 2 years after purchase. See the order form below for details on how to order this incredible game. Available for all Atari ST's and Amiga's. PC WINDOWS version coming soon. © 1992

WRESTLING MASTERS

An amazing graphical strategic simulator that's fun and easy to play for all the family. 0, 1 or 2 players on keyboard, mouse or joystick. Pick your moves from the selection available and watch your animated warrior battle it out. Watch the energy bar indicators and plan your next move. Edit Wrestlers plus many other features.

Amiga 1MB RAM. Only £19.95

STABLE MASTERS

Four years of development by a racing expert has led to the release of this great strategy Horse Racing simulation. You can participate as the Owner, Trainer and or Betting Punter in this remarkable game. As the trainer you must try to discover the horses ideal racing conditions (mainly distance & going). Animated race display, formbook, 200 horses with independent personal profiles, tipsters, simple mouse and icon menu selection. Many other items are included.

Amiga 1MB or any Atari ST. Only £19.95

24 HOUR CREDIT CARD HOT-LINE

(0702) 600557 Answer Phone Outside Office Hours
FAX (0702) 613747

MAIL ORDERS All the programs detailed in this advert are only available through direct mail from ESP Software.

Name .... Address ....
....
.... Postcode .... Tel ....
I have an ____________ computer, please send me the following items:-

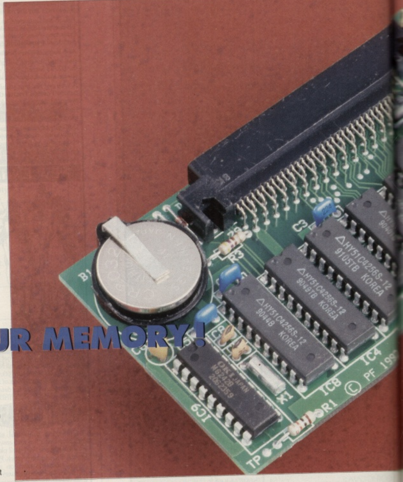
Quantity	Description (English or Scottish) *	Unit Cost	Total
	Professional Football Masters 512K (ST Only) *	19.95	
	Professional Football Masters 1MB *	24.95	
	P.F.M. Editor (Not For 512K Amiga) *	12.00	
	Wrestling Masters (Amiga 1MB)	19.95	
	Stable Masters (Amiga 1MB or Any ST)	19.95	
	Amiga 512K RAM Expansion	27.00	
	POSTAGE (Non UK Only)	1.00	
		GRAND TOTAL	

If you have a cheque guarantee card or credit card please write its number on the reverse of your cheque, doing so will ensure dispatch within 48 hours of receipt.

I enclose a Cheque/Postal Order made payable to ESP SOFTWARE.
Cut out and post this form to:(photocopies or written orders are acceptable) E. & O.E.
ESP Software (CU), 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND. UK.

MEMORY UPG

Want to boost the power of your Amiga? Then look no further, as we've put together a sensational deal with a leading distributor to offer you a series of memory upgrades at unbeatable prices. And, if you're looking to upgrade your mouse, check out our own replacement mouse at a super low price.



BOOST YOUR MEMORY!

Unleash the hidden power of your machine with a memory upgrade. With more and more applications requiring a minimum of 1Mb of RAM, can you afford NOT to upgrade your machine's memory? Just take a look at the prices below, and then decide!

We've negotiated a series of cut-price deals on a range of top quality memory upgrades to ensure you get the best possible value for your money. For A500 owners there's a 512k expansion board to boost your machine up to the magic Megabyte. A500+ owners can get their hands on a $^{1}/_{2}$Mb upgrade to expand their machine to 1$^{1}/_{2}$Mb, or opt for a 1Mb board to give them a 2Mb wonder machine. For the A600, there's a 1Mb RAM upgrade complete with clock, so you'll be able to catalogue your files by date.

So what's it going to cost? Not as much as you might think! Take a look at these prices...

- A500 upgrade costs only £14.50
- The 1/2Mb A500+ upgrade works out at only £17.99
- The 1Mb A500+ board costs a miniscule £22.99
- A600 upgrade costs just £34.99

And the best thing about the offer is that all of the above prices INCLUDE POSTAGE AND PACKING!

So what are you waiting for? For less than the cost of a full-price game you can transform your Amiga into a super machine. Don't delay, fill in the form opposite NOW!!

MOUSE OFFER

And while we're in such a generous mood, here's your chance to upgrade your mouse. If your mouse is feeling the strain, isn't it about time you retired it to the local stud farm? This high-quality replacement mouse costs a mere £9.99 and comes with durable microswitches, a 280 dots-per-inch resolution and is switchable between the Amiga and ST. The CU Amiga mouse is much more sensitive than the Commodore one that came with your original machine, so an immediate bonus is its increased accuracy and control. The microswitches also mean it's easier to click and double click than ever before. Even the most robust mouse can turn up its wheels and stop working, so here's the ideal low-cost replacement. Send for yours today!

IMPORTANT!

SPECIAL HOTLINE NUMBER 0480 891171

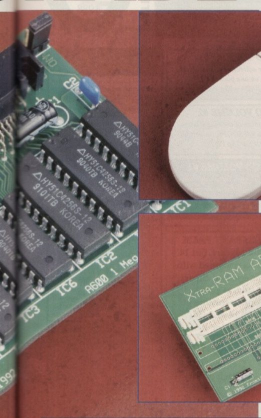
If you don't receive your goods within the allotted 28 days, then something's gone terribly wrong. Obviously we value your custom, so we've set up a special HOTLINE number to help sort out any problems or to answer any queries you might have.

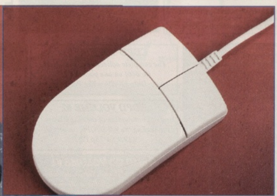
Please ring 0480 891171 for all your enquiries. Don't ring the CU Amiga offices as we'll only pass you on to this number and you'll have wasted a phone call.

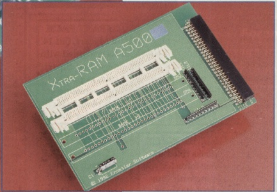
Sorry but this offer is only open to UK residents.

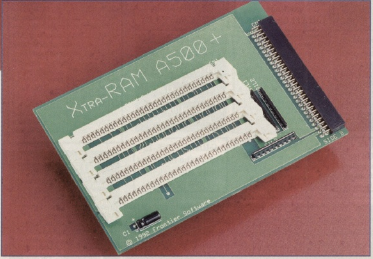
Fulfillment by: Go Direct, 7 Vinegar Hill, Alconbury Weston, Huntingdon, Cambs, PE17 5JA.

GRADE OFFERS!


A600 1 Meg
IC1
IC2
IC3
IC6
HY51C4256S-12
9101TB KOREA




XTRA-RAM A500
© 1992 Frontier Software


XTRA-RAM A500+
© 1992 Frontier Software
SIDE B

ORDER BY TELEPHONE

VISA AND MASTERCARD TELEPHONE ORDERS

0480 891171

PAYING BY CHEQUE AND POSTAL ORDERS

If you pay by cheque or Postal Order, make all orders payable to GO DIRECT and mark cheques with your cheque guarantee number on the reverse.

All prices quoted are inclusive of VAT and include free after-sales technical helpline on all memory upgrades.

Please allow up to 28 days for delivery. Send your completed forms to: CU AMIGA READER OFFERS, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ORDER BY POST NOW

A500 1Mb upgrade	£14.50
A500+ 1/2Mb upgrade	£17.99
A500+ 1Mb upgrade	£22.99
A600 1Mb upgrade with clock	£34.99
Total	£

Method of payment:
Cheque
Postal Order
Visa/Mastercard

Name ....
Address ....
....
....
Postcode..
Telephone (day)..
Visa/Mastercard..
Expiry Date..
Signature..

17-BIT DISK PRICES

17-BIT DISKS £1.25 EACH
FISH DISKS £1.25 EACH
SCHEME 17 DISKS £2.00
CLR DISKS £3.50 SINGLE
CLR 2 DISK SET £4.50
CLR 3 DISK SET £4.99

GET 1 DISK FREE WITH EVERY 10 YOU BUY! ORDER 20 AND GET 3 DISKS FREE!

ORDERING COULDNT BE EASIER!
WE TAKE ALL MAJOR CREDIT CARDS INCLUDING SWITCH
SO PHONE US NOW ON :-
TEL: (0924) 366982 (2 LINES)
OR FAX: (0924) 200943
FOR SAME DAY DESPATCH!
PLEASE MAKE CHEQUES AND P.O'S PAYABLE TO:
17 BIT SOFTWARE
1ST FLOOR OFFICES, 2/8 MARKET STREET
WAKEFIELD, WEST YORKSHIRE, WF1 1DH

OFFICE HOURS ARE MON-THURS 9.AM TO 8.PM
FRI & SAT 9.AM TO 5.30PM
WE ARE OPEN TO CALLERS MON-SAT UNTIL 5.30 PM

AMIGA PUBLIC DOMAIN FROM 17-BIT SOFTWARE

The UK's leading PD library, over 4000 disks in stock, over 40,000 satisfied customers world wide!
WE STOCK FISH, T-BAG, CLR, AMOS.
AND MUCH MORE!
STOP PRESS WE NOW STOCK FISH TO 780 !!

THAT BIT BETTER !!!!!!

17 BIT SOFTWARE
Est. 1988

SOFTWARE BARGAINS!

4D Sports Boxing	£ 7.99
Alien Breed Remix	£ 9.99
A320 Airbus	***£26.99***
Assassin	£18.99
Altered Destiny	£ 9.99
Action II Compilation	£ 8.99
Brides Of Dracula	£ 9.99
Cadaver	£ 8.99
Caesar	***£18.99***
Continental Circus	£ 5.99
Chuck Rock	£11.99
Curse Of Enchantia	***£19.99***
Chrono Quest	£ 8.99
Chrono Quest 2	£ 8.99
Chronicles Of Omega	£ 8.99
Deathbringer	£ 9.99
Dune	***£19.99***
Delta Force Comp.	£ 8.99
Die Hard 2	£ 8.99
Double Dragon	£ 4.99
Enchanter	£ 7.99
F16 Combat Pilot	£11.99
Fuzzball	£ 9.99
Flight Of The Intruder	£14.99
Fire Force	***£18.99***
Gates Of Jambala	£ 7.99
Harlequin	***£14.99***
Keys To Maramon	£ 7.99
Lotus III	£17.99
Lure Of The Temptress	***£19.99***
Midwinter II	£12.99
Megalomania	***£11.99***
Moonshine Racers	£ 7.99
Magnetic Scrolls Coll.	£10.99
Mercenary III	£ 9.99
Movie Stars Comp.	£ 8.99
Myth	***£14.99***
Ninja Warriors	£ 4.99
Omnicron Conspiracy	£ 8.99
Pictionary	£ 6.99
Photon Paint 2	£12.99
Project X	£17.99
Putty	***£18.99***
Rennaisance Comp.	£ 6.99
Realms	***£11.99***
Shadow Of The Beast II	£11.99
Silkworm	£ 6.99
Sorceror	£ 7.99
Special Forces	***£14.99***
SWIV	£ 7.99
Superheros Comp.	£12.99
Under Pressure	£ 6.99
Vengence Of Excalibur	£12.99
Warlock	£ 7.99
Wolfchild	£12.99
Zool	***£17.99***

Boulderdash Pack!

10 superb disks full of the classic Boulderdash /Emerald Mine games including an editor to create your own caves! All 10 disks can be yours for £11.50 Including P&P!

SPACE WARS

The dynamic 24 bit raytraced video has arrived.The legendary Tobias Richter presents his most stunning peice of work to date. Supplied on high grade VHS video tape, this 8 minute movie took 5 Amiga A3000's working round the clock a staggering 6 weeks to render! Truly a masterpiece, but dont just take our word for it......

".....Its hard to believe that this is just an animated movie..... If you're after state-of-the-art ray-traced animation or just want to see what the Amiga is capable of you just have to buy this video"
CU AMIGA, Jan 93.

"Wickedly humorous..... This video contains far and away the most impressive animation I have ever seen, period."
AMIGA COMPUTING, Feb 93.

SPACE WARS - THE MOVIE
£11.99 + 75p P&P

CDPD VOLUME #1

The complete collection of Fish disks (to 660) on one packed CD! Only £19.99 + 75p P&P!

CDPD VOLUME #2

The continuation of the Fish library including the full SCOPE range too! £19.99 + 75p P&P

DEMO CD VOLUME #1

Thousands of demos, intros, modules, games, anims and clipart all on one mega-CD. Only £19.99 Please include 75p P&P

MACART PACK

12 Disks packed with images from the likes of Viz, Comic Clipart and loads of other miscellaneous stuff. All 12 disks for £13.00 Inc. P&P

GAMES GALORE

Dozens of games packed onto 12 disks for the kids(and parents!) to enjoy. All 12 disks for the pack price of just £13.00 Inc P&P

CLIPART PACK

Not Macart, but 14 disks crammed with categorised clipart such as people, places, occasions etc. All 14 disks for £15.00 Inc P&P

ASSASSINS PACK

30 disks exploding with over 130 games! Thats enough to keep any games enthusiast busy for a LONG time! £29.99 Inc P&P

COLOUR FONTS

10 disks filled with colour fonts for you to use with your favorite word processor or paint package. Just £11.00 Inc P&P

Ps - FONTPACK

Another 10 disks of very high quality fonts for use with Pagestream 2.0 or Pro-Page v3.0 Take the lot for £11.00 Inc P&P

ACCESSORIES

Disk Boxes (100).....£7.99
Mouse Mats............£2.99
A500 Dust Covers..£2.99
A600 Dust Covers..£6.99
Zipsticks...............£11.99
Cruiser Joysticks...£9.99
Blank Disks (10)....£6.99

Please Note...

If you are ordering disks by phone, please state wether they are multiple, ie. (abc) after a number means that particular title is on 3 disks. Thanks.

Postage Rates

Please add 50p to all PD orders for P&P Overseas please add 20% (min £1.00). If you are buying commercial titles please add 75p per item.

AMFM 10

Includes MIDI for beginners, utils, reviews, music + Loads more. £2.50 per Issue

CAT DISKS

Are available at 50p each (we now have 4!) or free if a stamped addressed envelope is sent.

GRAPEVINE 13

Full of the usual hot news and articles. £3.75 (3 disks)

STRATEGY GAME SPECIAL!!

BUY MEGALOMANIA & REALMS TOGETHER FOR THE AMAZING PRICE OF ONLY £21.99! THATS FAR LESS THAN JUST ONE TITLE WOULD COST AT FULL R.R.P!!! PLEASE INCLUDE 75p P&P

LATEST PD

+2355..........................Quiz Challenge
+2356..........................LCD Dreams
+2357..........................Quiz Master
+2358..........................MLP Rave Mods
+2359 ....MLP Mods
+2360..........................Megacheat V3.0
+2361(AB)..................Stolen Data #10
+2362..........................Techno React 2
+2363......................Pyrogenic Mods 2
+2364......................Oblivion (Mega!!)
+2365.............Cat Woman Slideshow
+2366.......Adventure Games Creator
..2367 (1200 Only)..Sleepless Nights
+2368..........................Owlman Anim
+2369(AB)..........................Zipbench
+2370......................Addressprint v3.0
+2371....Spaceballs State Of The Art
+2372.............. National Savings Ad.
+2373......................World Geography
+2374......Password Paradise (cheats)
+2375..........................Order Utility
+2376..........................Cross Over
+2377........The Dart Machine (scorer)
..2378(1200 Only)........ WB3 Screens
..2379(AB)..................Fairlight Demo
+2380(AB).........Anarchy Legalise It.
+2354....Animation Construction Kit.
+2353......................Deluxe Pac Man

JUST IN!! KICK 1.3! ONLY £1.25 RUN 1.3 DISKS ON YOUR 1200!

+2348....................Hyperdrive (1.5M)
+2347..........................Shoot-Em-Up
+2346(AB)..................Cult TV Vol 2
+2345..........................NS #1
+2344...............Sanity W.O.C Demo
.2343...............Vanish W.O.C Demo
+2341(AB)..........................Xbench
+2340..........................Boat Anim
+2339(AB).........The Journey (mega)
+2338(AB)....................QL Emulator
+2337.....................Acid Punk Slides
+2336(AB).Lawnmower Man Slides
+2335..........................BootX 5.20
.2334...............Grand Prix Manager
+2333(AB).Thunderbirds Are Gone!
+2332..........................Escapade
+2331(ABC)................Grapevine 13
+2330................Slideshow Cons Kit
+2329..........................CED V1.51
+2328......................Elevation Game
+2327(ABC)..........................The AD
+2326..........................Intrepid
+2325(AB)..........................Iron Clads
+2324..........................Textures

HOBBITS & SPACESHIPS

From the Crusaders Duo comes a new experience in synthesised music. Bjorn "Dr Awesome" Lynne & Seppo "Fleshbrain" Hurme present their first 100% proffessional audio CD. This is NOT recorded Amiga music! It is produced on the best equiptment available and sounds STUNNING when played LOUD!

ONLY £12.99 + 75p P&P

AMIGA *Workshop*

ISSUE 4

MARCH 1993

Amiga Workshop is here to help you get the most from your Amiga, It's packed to the spine with tutorials, step-by-step guides, questions and, more importantly, answers. For the very best in Amiga info, look no further than these very pages.

149 BOOKSHELF

We've devoured more books than an emaciated bookworm this month. If your Amiga interests extend beyond staring at the small screen and you would actually like to read something these reviews are for you.

152 GRAPHICS DIY

The only paint package to come with your Amiga goes through the wringer once more as Peter Lee exposed more *DPaint* tricks. This, the second in a series of tutorials, focuses on fills and brushwork.

156 WORKBENCH TUTORIAL

In the first part of a series, Mat Broomfield takes you on a guided tour of a much neglected part of the Amiga's anatomy – the Workbench. This easy-to-use interface gets even easier with Mat's tips.

160 PROGRAMMING TUTORIAL

John Kennedy returns to help budding C programmers learn the vagaries of this language. This month he concentrates on functions and variables.

162 QUESTIONS AND ANSWERS

In his second Workshop appearance, Mat Broomfield answers all those questions that have been plaguing you. Including how to defluff a navel.

167 SOUND CHECK

Sequencing made easy. Or that's what Tony Horgan would like to see. This month he makes a heartfelt plea to sequencer manufacturers.

171 COMMS

John Armitage explores the ways to make your Comms life easier. Would you like everything to be automatic, systematic... greased lightning?

172 CLUB CALL

In another round up of the best in Amiga Clubs, Steve Prizeman gets down and dirty as he spills the beans on this month's selection.

175 LETTERS

The burning branch has been handed to the big Ed. himself this month. After forcibly restraining him and fitting the gag he is just about fit enough to handle another batch of readers' letters without offending too many people. You'll have to excuse the marks on the paper though as he has a tendency to foam at the mouth.

178 POINTS OF VIEW

The guest spleen venter this issue is Vic Lennard, Editor of Atari ST Review. As an ST lover he rants on about the quality of the Falcon – but does he have a point?

PREMIUM BULK 3.5" DS/DD DISKS

25	11.49
50	20.99
100	37.99
250	88.99
500	173.99

ALL DISKS ARE FULLY GUARANTEED
AND ARE COMPLETE WITH LABELS

3.5" SUPERIOR LOCKABLE DISK BOXES

100 Capacity	4.49
120 Capacity	6.49

3.5" PREMIUM DISKS WITH OUR BOXES

100 Cap. box + 50 3.5" DS/DD	24.95
120 Cap. box + 100 3.5" DS/DD	43.99
90 Cap. Bank box + 50 3.5" DS/DD	29.99

3.5" BANK BOX - 90 CAPACITY

A SUPERB PRODUCT WHICH IS BOTH
LOCKABLE AND STACKABLE

ONE	9.95
TWO	18.95
THREE	26.95

Snap

SNAP COMPUTER

SUPPLIES LTD

HOTLINE 0703 457111

RIBBONS - POST FREE

Full Mark Brand	2off	4off
	PRICE EACH	
Citizen 120D/124D Swift 24	2.75	2.55
Citizen Swift 24 Colour (Compat)	13.95	
Panasonic KXP 1080/1123/1124	3.25	3.05
Star LC10/LC20	2.60	2.40
Star LC10-4 Colour	5.90	5.70
Star LC24-10	2.95	2.75
Star LC24-10 Colour (Compat)	10.95	
Star LC200	3.00	2.80
Star LC200 Colour (Compat)	10.95	
Star LC24-200	2.95	2.75
Star LC24-200 Colour (Compat)	10.95	
Ribbon re-ink	12.95	

*Minimum order - 2 ribbons, except those marked with an asterisk **

ACCESSORIES - POST FREE

Amiga External Drive	49.99
A500 ½MB upgrade with clock	23.99
A500 ½MB upgrade without clock	21.99
Mouse Mat	2.99
Mouse Holder	2.99
Roll 1000 3.5 Disk Labels	8.99
Amiga A500 dust cover	3.50
Phillips monitor cover	3.99
Star LC10, Star LC20 covers	
Star LC24-10, Star LC24-200 covers	3.99

All products are subject to availability - All prices include VAT. Please add £3.50 p+p for disks and boxes. E&OE.

VISA

SNAP COMPUTER SUPPLIES LTD Fax: 0703 457222
Unit 16, The Sidings, Hound Rd, Netley Abbey, Southampton SO3 5QA

Access

GZ

GROUND ZERO
4 CHANDOS ROAD
REDLAND
BRISTOL BS6 6PE

75p PER DISK

CHEQUES/POSTAL ORDERS
PAYABLE TO GROUND ZERO

PRICES
PER DISK....................75p
POSTAGE PER ORDER..75p
CATALOGUE DISK.......50p

ALL DISKS ARE A500, A500+ , A600 AND A1200 COMPATIBLE, UNLESS STATED OTHERWISE.

G200 FIGHTING WARRIORS - Awesome Street Fighter clone.
G169 DONKEY KONG - Conversion of the classic arcade game. (NOT A1200)
G177 CRAZY SUE II - Superb platform game. Commercial quality.
U215 FREE COPY V1.8 - Removes password protection from commercial games.
U203 NIB COPY - Same as Free Copy, but supports different games.
E041 FRACTIONS - Good educational program. For all ages.
A127 DOLPHIN DREAMS - Beautiful animation and pictures.
E001 TUGOWORD - Fun word game for kids.
G205 TOP OF THE LEAGUE - Fab footy management game.
S085 NAM SLIDESHOW - Pictures from the Vietnam War.
G206 OLEMPIAD 92' (2 DISKS) - Sports simulation starring the Lemmings.
E043 WW2 HISTORY BOOK - Hyperbook presentation. Extremly good.
S086 CAT SLIDES - Fluffy cute kitty's.
E042 GAS TURBINE ENGINE - Detailed cross section animations of old and the modern day plane Turbine engines.
S087 TERMINATION ZONE 1 - Tribute to DC Comics and 2000AD. Recommended.
M123 KAOS THEORY - Hardcore music.
T026 WHOM III - Lots of information for Star Trek and TNG fans.
U249 MAGNUM V1.4 - Latest version of this Disk Magazine Creator. (NOT A1200)
G208 THE NEIGHBOURS ADVENTURE (2 DISKS) - Fun graphic adventure based on the popular TV soap.
M124 HARPSICORD RECITAL - Brilliant synthesised classical music. V.Good!
M126 YAMMA YAMMA HARDCORE MEGA MIX - Close the curtains and turn of the light. Real MEGA.
G210 TALISMAN (2 DISKS) - Big role playing game, requires 2 megabytes.
G186 ACT OF WAR (1 MEG) - Similar to Laser Squad, you control a team of crack troops in this tactical wargame. Very addictive.
U240 AMOS LESSON 1 - Exellent Easy Amos tutorial. Mountians of extra help.
U150 A500 PLUS EMULATOR - Requires Kickstart 1.3 and 1 Meg. Allows you load and run Workbench 2.0 on your A500. No need to buy the ROM.
U142 LABEL MAKER -Full colour or mono disk label printing utility, with the option of including graphics.
G160 SUPER PACMAN - The best Pacman clone around, with smooth full screen scrolling and digitised sound effects.
U248 BEGINNERS GUIDE TO THE AMIGA - Loads of info and help for new owners.
U210 AMOS UPDATER V1.34 - Latest update for Amos owners.
U250 COMPUGRAPHIC FONTS - Scalable fonts For word processing and DTP.
G212 FRUSTRATION - Commercial quality text adventure from Jim Macbrayne.
U102 AMIGAFOX DTP - Very good entry level desktop publishing package.
U178 COMPOSER - Popular music creation package. Uses staves and notes instead of the usual and difficult to use sequencer method.
D140 RSI TIME ZONE (2 DISKS) - Another stunning Red Sector Mega Demo. Not to be missed!
M122 GOSPEL KARAOKE - The first sing-a-long PD music disk. Good stuff.
U196 WORD POWER - A combined spell checker and anagram solver, and more.
T022 FINAL FRONTIER ISSUE 3 (4 DISKS) - Huge disk mag for all Star Trek fans.
U191 TYPING TESTER - Test your typing speed, should help improve typing skills too.
U165 GURU! - Will decipher the Guru numbers into plain English.
U163 C64 EMULATOR (2 DISKS) - Commodore 64 emulator. (NOT A1200).
M127 JESUS ON E'S (2 DISKS) - Probably the best music demo ever. 27 minutes long and rated at 97% in Cu Amiga.
U146 SYSTEM CHECKERS DISK - 11 individual programs for testing Amiga performance and many diagnostic checks. As essential as having a good virus checker.
u106 TURBO IMPLODER V4.0 - Ex-commercial file cruncher. Easy to use yet powerful.
U009 C-LIGHT - Entry level ray-tracing package.
U137 ELECTRO CAD - Electronic circuit board designer.
E044 MATHS ADVENTURE - Maths integrated into an advenutre game.
G182 TREASURE SEARCH - Fun for the kids.
G005 QUIZ MASTER - Pub style general knowledge game.
G036 SHAPES - Challenging puzzle game.
G045 RETURN TO EARTH - Space trading game, similar to Elite.
U179 SID 2 - Needs no introductions.
U188 EDIT KEYS -Program to edit the keymaps. Useful for creating disk menus.
U201 PC-TASK V1.04 - PC emulator, multi-tasks and supports CGA graphics.
U166 A-GRAPH - Not the licenseware version, an earlier version. Create all sorts of graphs, Bar Charts, Pie Charts, Line Graphs, etc...

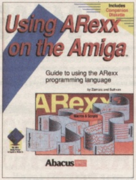
For just 50 pence you can have the most detailed catalogue ever created. No other disk based catalogue has ever matched the Ground Zero catalogue. Find exactly what you are looking for. Every week we get letters from satisfied users who tell us they will never ever use any other PD library except Ground Zero. And thats a fact.

CATALOGUE NOW LISTS A500, A500+, A600 and A1200 compatibility.

BOOK SHELF

Want to learn how to program? How about producing better page layouts for your newsletter? This month John Kennedy and Mat Broomfield open the covers on a few books that could be just for you.

USING AREXX ON THE AMIGA ABACUS: £29.99


Includes Companion Diskette
Using ARexx on the Amiga
Guide to using the ARexx programming language
ARexx
Abacus

ARexx seems to be on the tongue of nearly every Amiga user these days, with the more adventurous being greatly rewarded for their programming experiments. Supplied as standard with all new Amigas, the main drawback with ARexx is the lack of any sensible documentation. It certainly seems strange that Commodore went to the trouble of printing a decent manual for that waste of disk space, AmigaBASIC, and didn't bother for ARexx.

Things have improved slightly with the launch of the A4000, as hidden at the bottom of the box is a slim manual detailing the various commands. No attempt at a tutorial is made, which can only mean one thing: Abacus must be publishing a book on it. Let's face it, Abacus have a book out on everything – they'll be doing one called 'Using your CU Amiga Technical Editor for fun and profit' next

Abacus have made an excellent choice with the authors for their ARexx book 'Using ARexx on the Amiga', for Chris Zamara and Nick Sullivan are the bods behind AHA! Software – the name responsible for the well respected programs *Hyperbook* and *TransWrite*. *Hyperbook* especially only came alive when running on an ARexx equipped Amiga, one of the facts which has lead to it not being as successful as it should have been.

As a programming language ARexx has a lot going for it. It's easy to learn, it's quick and forgiving to code in and best of all it doubles up as what techies like to call an 'interprocess communication language'. This means that not only can you write programs with it, but you can also use it to control various features of other pieces of software.

The first section of the book guides you gently into the world of programming, and answers important questions such as 'Why does ARexx have such a stupid name?' By the time section two comes along, you are ready and waiting for a good tutorial, and that's exactly what you get. No matter if you have never written a program in your life, rest assured you'll be coding with the best of them (well, rest of them anyway) by the time you finish. Every example is also supplied on the included floppy disk, so typing errors are a thing of the past. There is no better way to learn a language than loading a program, running it, changing it and watching what happens. The motto is definitely 'suck it and see'.

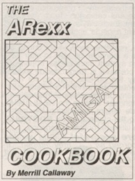
The trouble with being an interprocess communication language is that you need some processes to communicate with – in other words some ARexx-compatible application software. Section three looks at some of the more popular programs available, and demonstrates how a little ARexx programming can expand their usefulness many times. If you happen to use *ProWrite*, *ATalk*, *AdPro*, *DigiPaint*, *CanDo* or *Bars & Pipes* to name but a few, you'll soon discover that ARexx can be used to your distinct advantage.

The fourth and final section is an extremely comprehensive reference work. Each command is listed in detail, complete with examples. This section alone is worth buying the book for, as it makes Commodore's own manual look decidedly skimpy.

As mentioned previously, 'Using ARexx on the Amiga' comes with a floppy disk included in the price – a very sensible idea. The disk contains every possible listing, along with some other ARexx examples which include a very interesting *Hyperbook* demo containing famous mistakes made in popular feature films. It's a little out of the ordinary, and makes all the difference. Very highly recomme nded to all who want to know what ARexx can do, novice programmer or not.

Available from HiSoft Books, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 718181.

THE AREXX COOKBOOK PREMIERVISION: £24.95



Merrill Callaway, the author, is responsible for the monthly ARexx column in the American magazine Amazing Computing so, in theory at least, he also should know what he's talking about.

Like many magazine tutorials, the style is heavily into rhetoric. Why? Why not? The tutorial approach is more problem solving orientated than the Abacus book, with some interesting little puzzles provided for your entertainment. It's obvious that Callaway is a bit of mathematician at heart, but don't let that put you off – you won't need any qualifications to follow his logic.

Working through the first chapters with an Amiga beside you will take several evenings, but at the end you'll be conversant with many ARexx features, including the rather tricky topics of recursion and parsing.

Later chapters include some more useful examples, including powerful sorting routines and downright handy programs for processing text files. After this, things move into the sphere of application programs. This is where you might be unlucky, for comprehensive listings for both *TurboText* and *AdPro* are examined in detail. Fine if you own the programs, a little too academic to be useful if you don't. *AdPro*, especially, is almost done to death, betraying the author's almost unhealthy obsession with ASDG's image processing package.

The final chapter is a look at PostScript, the page description language used by the slightly more expensive models of laser printer. It is interesting to note that ARexx and PostScript can be used together in this way but, frankly, the number of Amiga owners this applies to is rather small. Perhaps this section would have been better pushed onto the optional floppy disk.

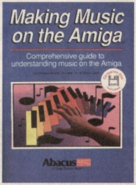
The ARexx Cookbook ends with a comprehensive index, but no reference guide. The many references to both the Commodore guide and William Hawes' own manual (the author of ARexx) would lead me to believe that this book would be most useful if you already owned a reference guide. Or *AdPro*, of course.

The aforementioned floppy disk is available from the publishers, but unless you are really into the AdPro or PostScript listings this isn't really worth it. It is nice to get all the extra Arexx libraries in one swoop, but some of the PD utilities included smack a little too much of disk filling.

The ARexx Cookbook is a good companion book, but for first steps and future reference I would recommend the Abacus book first.

Available from: Jansem Ltd., P.O. Box 248, Dartford, Kent DA1 2BR.

MAKING MUSIC ON THE AMIGA ABACUS: £32.45


Making Music on the Amiga
Comprehensive guide to understanding music on the Amiga
Abacus

In case you've failed to notice it, the Amiga is capable of producing some really great music thanks to its sample handling abilities. There are absolutely tons of public domain and commercial music packages out there suitable for everyone from five year-olds entering nursery rhymes, to MIDI sequencing professionals working in broadcast production studios.

If you're new to the Amiga, you'll probably find the whole subject very bewildering, and even if you've been

FOOTBALL TACTICIAN 2

Widely accepted as the most accurate football simulation available, **FOOTBALL TACTICIAN 2** now offers even more powerful facilities which set it in a class of its own. New features include:
** Multi-user capability now increased to 46, with new rating system reflecting manager's ability and achievements.*
** FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, play-offs, local and European Cups.*
** 900 players accurately and meticulously named, with real ages, aptitudes, skills, playing positions, caps and market valuations. In addition, all European players are also accurately defined.*
** All 88 league referees included with true-to-life behaviour.*
** Built-in intuitive team editor, capable of entering new players and fine-tuning up to 32 parameters. Essential for the serious user.*
** Unique database-type search facility plus comprehensive data link giving access to additional, accurate, historical information on selected players. This feature may be further enhanced by the user himself.*
** More recording options: up to 36 matches always recorded IN FULL for instant full-scale replay, plus another 21290 match results and league positions going back 20 years, all instantly retrievable!*
** Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.*
** Three levels of commentary, from highlights only to ball by ball reporting. Plus mid-week transfer and fitness news.*
** Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!*
FOOTBALL TACTICIAN is the first ever management game that includes strategy as an integral part of a successful campaign. Team selection, needless to say, remains a critical element. Each player in your 20-strong squad is now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand. And then to the BIG innovation of **FOOTBALL TACTICIAN:** full on-line, real-time involvement during the match! For the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! You will soon realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.
No known football game is more accurate! *FT2 is updated weekly: transfers, bids, injuries are recorded as they happen. If your football game still lists Des Walker at Nottingham Forest or Paul Stewart at Spurs then it isn't Football Tactician!*

And now FT2 SCOTLAND! *Building on the success of FT2, we are proud to announce the release of FT2 Scotland. Comprising the Scottish Premier League AND First Division, it has all the unique characteristics of the original FT2, with of course the Scottish Cup, the SKOL Cup and all European Cups. This version of FT2 is the first ever quality game covering Scottish Football.*

Please rush 1 copy of
FOOTBALL TACTICIAN 2 *(one meg required)* ***£22.95*** ☐
FOOTBALL TACTICIAN 2 (Scotland) *(one meg)* ***£22.95*** ☐
Also available:
FOOTBALL TACTICIAN 1 *(half-meg machines)* ***£16.95*** ☐
FOOTBALL CHALLENGE *(the best soccer quiz)* ***£9.95*** ☐
I own an AMIGA A500/A500+/A600 ☐ ATARI ST/STE ☐
Name
Address

I enclose cheque for ...... My Visa number is ...
Visa or Access orders: same-day dispatch. Overseas please add £1 p&p

TALKING BIRDS 0702 523607
5 Minster Close Rayleigh Essex SS6 8SF

INTENSIVE CARE FOR YOUR WORST NIGHTMARE!

•

CALL
0733
391633

Burford Computer Services
Unit 7, Alfric Square, Woodston
Peterborough PE2 7JP

"FIRST TIME" AMIGA REPAIRS

Simple, No-Gimmicks Repair Price including Parts, Labour and Return Delivery. **£44.95***

*Repair including replacement keyboard or disk drive £64.94

Full **90 day guarantee** on all repairs. Qualified and experienced engineers.
Associated services —
OTHER MANUFACTURER'S REPAIRS, UPGRADES and TRAINING.

AMIGA REPAIRS

FIXED CHARGE ONLY £42.99 Incl.

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT
90 DAY WARRANTY ON ALL REPAIRS
24 HOUR TURN-AROUND ON 95% OF REPAIRS
ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR
INCLUDES REPAIRS TO DRIVE & KEYBOARDS
FULL DIAGNOSTIC TEST AND SERVICE

Est. 11 Years

In Stock

SPECIAL OFFERS

New Low Price

INTERNAL 3.5" DRIVE *Simple to fit, fully documented*	£38.99	**A500 KEYBOARDS** *Factory new, Genuine part*	£42.10
ROM SWITCHER *Keyboard/mouse switched*	£14.95	**FATTER AGNUS 8372A** *1 Meg chipram compatible*	£36.50
KICKSTART 1.3 ROM *For software compatibility*	£25.00	**CIA IC** *Printer, Serial, Drive ports*	£10.93
KICKSTART 2.04 ROM *Upgrade to A500+ Rom*	£29.90	**GARY IC**	£11.50
SUPER DENISE *Excellent value*	£29.90	**PAULA IC**	£19.95
68000 CPU	£15.00	**DENISE**	£19.95

⚠ ATTENTION ALL DEALERS ⚠
Our company now offer the most competitive dealer repair service.
Full credit facilities available
Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons
Prices only valid with this coupon
Service HOTLINE (0533) 470059
DART Computer Services
105 London Road
LEICESTER LE2 0PF

DART
Computer Services

around the block a few times, there are many areas that remain a mystery to all but the most dedicated of users.

The aim of this book is to cover as many Amiga music related topics as possible, ranging from waveform fundamentals, to understanding musical notation, from sound programming in Basic to understanding MIDI codes.

It begins by describing how a sound is actually constructed, covering both digital and analogue composition. As with the rest of the book, this section is generously illustrated and written in really easy-to-understand language. Next, 'Making Music' goes into considerable detail about how to read and understand traditional notation. This is particularly good to see because it enables people with no musical talent to enjoy the pleasure of entering and playing sheet music. This section even delves into such advanced topics as rhythm and meter.

The section on programming music in Amiga Basic is slightly redundant as the language is no longer given away with the computer. Programs such as *AMOS* have superseded the language, in any case. Nevertheless, you may find the latter part of this section useful as it details the Amiga's audio hardware, and tells you about the audio device.

There is also an overview of many of the most popular music packages available, ranging from *MED* and *Dynamic Drums* to *Sonix* and *Deluxe Music*. Unfortunately, although MIDI sequencers are covered at some length, today's most popular packages (*Bars & Pipes*, *Dr T's* and *Music X*) are not specifically referred to.

Having briefly 'reviewed' a number of packages, tips are given which are supposed to help you get more out of individual programs. For the most part, I found these to be little more than re-iterations of sections of the manuals that come with the packages, but as I suppose beginners might prefer them as a 'short-cut' to some of the programs' most useful functions.

Regardless of your experience level, or the software that you're using, I'd be surprised if you couldn't find something of interest in this book. It's a pity the price is so high though, even in a market which seems to charge excessive prices. Available from: HiSoft Books, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 218181.

A GUIDE TO DESKTOP PUBLISHING KUMA: £12.95

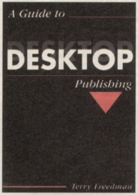
Why go to a professional printers when the Amiga can save you both time and money by virtue of its Desk Top Publishing (DTP) software? There are currently three main 'professional' packages available: *Pagestream*, *Professional Page* and *Saxon Publisher*, although there are also a plethora of lesser programs around.

Irrespective of the package that you choose to use, there's one thing that they all have in common – they don't teach you how to DTP! By that, I mean that they teach you how to use the program, and may even offer limited advice on page layout, etc. but none of them go into any real detail about the do's and don'ts of document design.

'A Guide to Desktop Publishing' attempts to do exactly that. The book is generic in its approach, in other words it doesn't refer to any specific software package, rather it gives such generalised advice, that it is pretty much accurate whichever system you use. I thought that this approach would make the book all but useless, but in fact I found it to be surprisingly readable.

The book begins with advice aimed at people who do not yet own a DTP package, and gives suggestions about the criteria you should consider when choosing one. Sadly, because the PC and Macintosh worlds dominate this arena, the advice tends to be appropriate primarily to owners of such machines.

The remainder of the book is divided into two parts. The first part details basic principles of desktop publishing, covering such topics as publishing considerations, dealing with deadlines, the use of fonts, graphics, drop-shadows and rotation and how to avoid their overuse. It also talks about how to make your layouts more interesting, using a variety of devices such as irregular columns, boxed quotes, titles, etc.



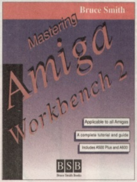
The latter part of the book leads you through a variety of worked examples which demonstrate creative and effective use of a DTP package no matter how limited its features may be. Again, I was surprised at how effective and pertinent this multi-format tutorial managed to be.

The book's author, Terry Freedman, has put his money where his mouth is, for he's actually produced the book using his home computer. For the great majority of the time, this acts as a good example of the effectiveness of his techniques.

'A Guide to Desktop Publishing' is very interesting to read, and visually very satisfying. A most pleasant surprise and extremely well priced!

Available from: Kuma Computers, 12 Horseshoe Park, Pangbourne, Berks RG8 7JW. Tel: 0734 844335.

MASTERING AMIGA WORKBENCH 2 BSB: £19.95



As the observant among you may already have noticed, we have started a beginner's guide to Workbench this issue. However, if you own Workbench 2 and you're too impatient to wait for next month's issue, this latest title from Bruce Smith Books may be what you're looking for.

Commodore don't have a very good reputation as far as their manuals go, and although the ones supplied with 2.0 machines are considerably better than their early attempts, they still leave something to be desired.

'Mastering Amiga Workbench' both re-words the contents of the existing manual and expands upon it, filling in many of the information gaps that were left. Its coverage is very thorough, not restricting itself religiously to the Workbench, but diversifying into other important areas such as printing, the start-up sequence and viruses.

It's always very difficult in a book of this nature, to decide in which order to present the information; should it be literally a step-by-step catalogue of features and functions in the order that you encounter them, or should it meander through all that Workbench has to offer. The problem with the former choice is that it can seem very sterile, and certain aspects naturally require explanations which may lead off the point. However, the latter method, which is the one adopted by this book, can tend to dissipate important information by burying it in a flurry of extraneous commentary. I'm not going to criticise the way that Bruce has chosen to write this book, because I feel that he's opted for the better choice under the circumstances, and his relaxed style makes things easier than they might otherwise have been.

In some ways, this book is not quite up to the standard set by others in the BSB range. It feels as if it has been rushed out to meet a deadline, what with silly spelling mistakes, occasionally irritating syntax and other errors. I wasn't sure if this title was aimed at absolute beginners or experienced users. On one hand it gives you such basic advice as how to move a mouse across a mat (yes, honestly!), but on the other hand it sometimes uses terms and jargon which are far from self-explanatory.

'Mastering Amiga Workbench 2' definitely has much merit despite these shortfalls, and you'll derive much more pleasure and understanding from your Workbench after reading it. It also represents a valuable reference source.

I would raise note about the cover-line which claims that the book is 'Applicable to all Amigas'; it's not. If you have a 1.3 or 1.2 machine, with the relevant Workbench, this will simply be a frustrating list of all the things you can't do.

Available from: Bruce Smith Books Limited, Smug Oak Green Business Centre, Lye Lane, Brickett Wood, Herts AL2 3UG. Tel: 0923 894355.

GREAT MAMBO CHICKEN AND THE TRANSHUMAN CONDITION PENGUIN BOOKS: £16.99

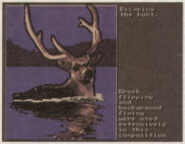
As you might have guessed by its title, this one is not strictly a computer book at all, but as part of CU Amiga's tireless efforts to keep you up to date with the latest innovations in science technology, we thought that you ought to know about it.

The book's cover-line describes it as 'Science slightly over the edge', and that's exactly what the book is all about. It takes a tongue in cheek (but factual) look at modern day science and asks 'What does it have to offer and has it already gone too far?'.

It begins by examining the work of cryonics teams in America who are trying to develop ways of freezing, then restoring to life terminally ill humans. This remains a focal point throughout a fascinating and enlightening work. Do you care what happens if chickens spend up to six months of their lives in a centrifuge at two and a half Gs? What are our chances of being able to grow new limbs – or cars for that matter?!

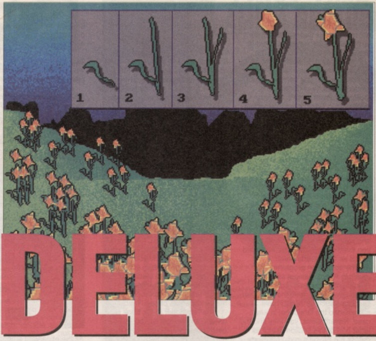
These questions and many more are answered (but not always fully!) in a book that's as entertaining as it is full of controversial and thought provoking. Because of its information intensive nature, it isn't always a light read, but it's well worth the effort.

Available from: W.H. Smiths and all other good book shops.


Escaping the hunt.
Brush flipping and background fixing were used extensively in this composition

Above: Several brush techniques were used in this simple but striking image. The stag was cut out of a more complex picture with the aid of the polygon brush tool. After tidying up the edges, a black outline was added for better definition. The background was drawn separately on the spare screen; nothing fancy, but it was Fixed, allowing the brush to be placed in a number of locations until the best composition was found. By fixing the background, you can experiment all you like, knowing that clearing the screen will leave your original work intact. Once placed, the stag brush was flipped vertically and pasted on screen as a reflection. Foaming water was drawn in around the stag, and using techniques discussed last issue, I smeared the water for a realistic ripple effect.

Right: Not really a host – but close to it in this field of daffodils. The original brush creation is shown in the inset, and each daff in the field has its origin in just one image. Some are flipped horizontally, rotated a few degrees, and the ones in the background have been reduced in size. Send in the clones!



DELUXE

Shedding some light on the shadowy world of fills and brushwork, our Michaelangelo of the mouse, Peter Lee, continues his series of tutorials to help you squeeze the most out of DeluxePaint.

In some ways, computer artwork is looked on as a poor relation by traditional artists – pat it on the head and forget about it. Sheer snobbery, of course. There's room for all skills in the art world, and in a number of ways computer art beats traditional methods hands down. For instance, imagine having to paint Wordsworth's 'host of golden daffodils' by normal methods. It would be extremely difficult and potentially mind-melting. Think about it – just count those petals! But for Amiga artists it's a doddle, down to clever brush-work – and *DeluxePaint*! *DPaint* comes equipped with the basic drawing brushes, from pixel-sized ones to airbrushes. And although each can be resized, they are only a fraction of the potential brushes that *DPaint* can use; because anything you draw on screen can become your brush. Draw one daffodil, paint a thousand copies. Want a reflection – just flip the original. We'll be examining these brush techniques, and many more, in detail in this month's article, together with a closely linked subject: fills.

BACKGROUND FIXES

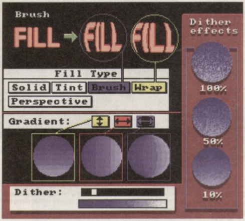
Everyone makes mistakes; peel the paint off many an old master (or his paintings!) and you'll see a blunder. When someone like Leonardo Da Vinci made a mistake, they'd often paint over it. When Picasso made one, he sold it. But Amiga artists can preserve their work from errors by a process called Background Fixing. The feature is available from the Effect pull down menu; by choosing Background Fix, whatever is on screen at the time is safe from any mistakes. You can paint in all the normal modes, edit the picture, and generally try things out. And the beauty of it is that if you don't like what you've done, you can just erase any part of your work added after the fixing operation. Even clearing the screen will only remove the later brushwork. Another useful feature of background fixing allows you to add an item to the screen, and then cut just that object out as a brush ignoring the fixed background as if it wasn't there. By Fixing, drawing and editing, then re-Fixing, you can complete tricky stages of your artwork piece by piece, without having to save too often to safeguard against mistakes. **TIP:** if you are making major alterations to work you're already happy with, you could consider making a series of Animframes of the good image, then go to different anim frames to try out your ideas. Provided you leave frame one alone, you will always have a good copy, and plenty of scope to experiment to try 'what-ifs' on the remaining frames. **TIP:** It's also good working practice to use the spare page as a clipboard, copying good work there before any alterations are made. This saves the hassle of constantly saving or loading.

CUT IT OUT

Once something is on screen you can cut it out as a brush in two ways, as a rectangle or as a polygon shape. One mouse click on the brush tool (the one which looks like four corners) and you can copy what's under the rubber-banded rectangle you drag out on screen as a brush. Provided you have the background colour in the palette set to the background of your screen image, just the shape you want will be copied as a brush. Clicking twice on the brush tool gives you the chance to cut out irregular shapes too, not just boxed areas. This is not a true lasso cut (which allows you to define a brush by drawing a freehand line on screen), but is almost as good. You have to define the area of the brush you want by moving the rubber-band line around, then repeatedly clicking where you want to fix a cut. By moving the mouse slowly and clicking often, you can easily cut around complex shapes. **TIP:** Sometimes you may want to cut something out of an on-screen image instead of just copying it. By using the right-hand mouse button after selecting the brush tool, you will leave a hole where the image used to be, in the current background colour. This is useful for removing additions to a Fixed Background, where cutting out anywhere on the new images will expose what's underneath; you cannot destroy the background while it is fixed. (See separate panel for a more detailed run-down on protecting backgrounds). **TIP:** If you're using the polygon brush option and can't see where the first point is to complete the cut, simply press the Space bar and *DPaint* will automatically find it.

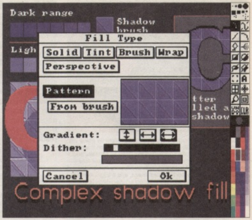
REPEAT AFTER ME

Once you have your brush copied, the possibilities are virtually endless. For repetitive work – our daffs, for instance – simply drawing and cut-



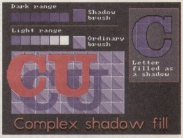
The fill requester. In the top half of the requester you can see the effects of using Brush and Wrap fills on the word Fill. Below, using a range of blues illustrates how the gradient fill works in *DPaint III*. To the right the use of different degrees of dither on the same range of blues is visible.

Once a brush has been cut out, you can make this your fill pattern by clicking on the From brush and Pattern buttons. If you have created a tile fill, make sure you do not clip any background colour in your brush otherwise your tiles will be separated, and not packed tightly together.



PAINT

PART 2



Making shadows come to life is easy, and very effective. By creating a pattern identical to the background, but using darker colours to the original, you can create shadow fills for the most complex of objects. Here we've used text, but once any item casting a shadow is captured as a brush and outlined, you can fill it with a shadow pattern.

LOCKING

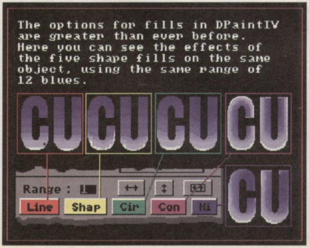
Closely linked with the Background Fix function is Lock FG, available from *DPaint IV's* Background menu. Provided you have already fixed the background, this function will allow you to make a stencil of the screen image which has been added since the background was fixed. What this means in simple terms is that instead of protecting sets of colours by using the Stencil, you can protect areas of any shape. If, say, you'd added a lake to a fixed background of mountains, using several blues, then locking the foreground would protect the entire shape and colours of the lake, so you could then add shrubbery around it without worrying about painting over the water.

ting one flower and then using it many times would look too artificial. In this case there are a number of subtle effects which can be used to make a bunch of them look different. The simplest is to flip the brush by pressing the 'x' key. Paint this down near the original daff. You can re-size custom brushes such as this very quickly; to increase the size press the '+' key, and to reduce it press '–' (the minus key). Stamp each different sized image down near the first two. Brushes can be rotated either in steps of 90 degrees (not useful for this subject), or to any angle you need. It would be nice if a few daffs were leaning in opposite directions, so let's bend a few stems. You can call up the rotate brush option from the brush/rotate/arbitrary (any angle) menu item. Your brush now switches to a rectangular outline, and you can press the left mouse button and rotate the ghosted box on screen to any angle you need. Once you're happy, just let go of the mouse button and paste the new brush on screen. Cut this out, plant a few more on screen and flip it horizontally again, and paste down a few more.

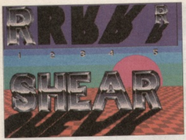
TIP: *DPaint* gives you the wonderful opportunity to add a two-dimensional perspective to your scenes with just one keypress. If you have a brush selected, pressing the minus key will reduce the brush's size. By using the same brush and decreasing the size, you can create a feeling of depth as you paint down into the background, with our daff getting smaller and smaller the further back it goes. For reference, pressing the plus key increases the size of the brush, too.

SHEAR MAGIC

Once you've cut or loaded a brush, you can work wonders with it. You can bend it in two directions to make it look like a can label, or shear it. Why shear? The most elegant use of shear is to let you create a long shadow of an object. Say you had an outdoor scene with a tree in the mid-foreground, and the setting sun behind. Here's how to cast a realistic shadow of the tree. Cut out the tree as a brush, and flip it vertically by pressing the 'y' key. We'll use plain black as the shadow for simplicity, so select that ➢

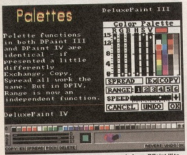

The options for fills in DPaintIV are greater than ever before. Here you can see the effects of the five shape fills on the same object, using the same range of 12 blues.

One of the attractions of upgrading to *DPaintIV* is the extended fill capabilities on offer. Here you can see the effects of the five fill options on the same object, using the same range of colours.



Brooding low-level shadows are given extra depth by using the Brush/shear option. The inset shows the progression from the original character (1). By cutting out the letter as a brush, and activating Colour as the brush option with black as our foreground colour (2), we create a shadow. Flipping this brush vertically (3) gives us the reflected image, and a slight shear to the left (4) provides us with the finished article, which is shown in reduced size (5). The shadows on the chequerboard floor (itself a perspective brush fill) have had their edges smoothed for extra realism.

as your foreground colour. Now turn the tree brush into a solid colour by pressing the F2 key. So, now you have a totally black upside down tree. Choose Brush/rotate/shear from the menu bar, and while the top of the brush is anchored, you will be able to shear the lower portion enough to create a long, angled shadow, which can now be pasted on screen relative to the original tree and direction of light.



Pelette functions in both DPaint III and DPaint IV are identical - if presented a little differently Exchange, Copy, Spread all work the sane. But in DPIV, Range is now an independent function.

One of the cosmetic changes in the upgrade from *DPaint III* to IV is in the colour palette requester. Both do identical jobs, but get to know your way around the RGB/HSV areas for subtle and vital alterations to colours, as outlined in the article.

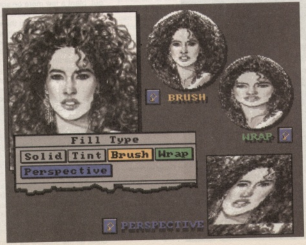
FILL 'ER UP

Again, when a brush is active, *DPaint* can use it as the basis for some really clever fill wizardry. If you call up the fill requester (right click the fill tool), you will see a number of options which we can use with the current brush: Brush, Wrap and Perspective. Brush fills the selected area with an image of the current custom brush – resizing it as necessary. Wrap does a similar trick, but it takes account of the shape to be filled and mimics a 3D wrap 'around' the object. This is a sneaky way of trying to copy what happens in programs which use genuine surface mapping, and most of the time it gives excellent results. Perspective will fill an area with the brush using any settings you may have set in the Effect/Perspective/Do menu requester. We'll be covering perspective in greater depth in a later issue. Another avenue open to us from the fill requester is to use our brush as a sort of tile for major area filling. If you have a brush active and you click in the 'From Brush' box, a copy of your brush will be seen in the small display screen on the right of the requester. By clicking on Pattern now, you've selected that image as the fill pattern. This is a very useful and powerful ability, and at its simplest level saves you the hassle of pasting multiple copies of the same brush on the screen. Take a 3D-effect tile, for instance – you only need to draw it once, copy it as a brush then fill any area with perfectly aligned copies of it using the brush/pattern option.

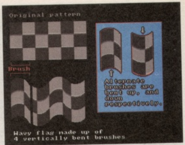
Note that the pattern is inextricably linked to where it was picked up on the screen. The top left of the brush won't necessarily appear in the top left of the screen when you do a screen fill. This does however mean that wherever the brush was taken from stays in 'synch' with the fill operation.

NEXT MONTH

Part Three of this amazing, in-depth *Deluxe Paint* tutorial will appear next month. Peter will delve deeply into perspective, and elaborate on the use of fills. The whole structure of perspective will be pared to the bone to enable you to get the most out of one of *DPaint's* most powerful tools. Plus, step-by-step guides to the use of special effects, titling and digitising images and lots more professional TIPs.



The subtle difference between Brush and Wrap fills is shown, with the brush fill simply making the brush fit the space available. The wrap fill actually alters the ratio of the brush to stretch and compress it to give the impression it is on a 3D surface. And bottom right you can see the effect of a brush fill once a perspective setting has been entered. Draw a filled shape on screen anywhere else with perspective set, and the results will be different. We'll be tackling perspective in a later issue, so stay tuned.



Alternate brushes are bent up, and down respectively.

Wavy flag made up of 4 vertically bent brushes

Duplicating movement in something like a flag is simple with *DPaint*. Firstly, draw your flag image – it can be a real one, or one you invent. Now slice the flag vertically into four equal segments, storing each new portion on a spare screen. Now by bending each portion vertically, alternating upwards and downwards bends, you can give the flag a wave. Once pasted together, these new brushes give the right impression, and if you work your way along the flag in an animated sequence, you can get a fine effect as wind ruffles along the length of your image.

COLOUR SWAPPING

The colour palette was one of the re-vamps which Electronic Arts made when they upgraded *DPaint* from version *III* to *IV*; and while the on-screen displays are radically different, for our current needs, the operation is identical. To access the control panel, right click the mouse button in the area of the toolbox showing the current foreground and background colours. In both versions, when you need to copy a colour, firstly click on the colour you intend duplicating, click on the word Copy, then click on the colour you will replace. The same is true of Exchanging colours. The *DPaint III* palette control has HSV (Hue, Saturation and Value) continually shown as slider controls, but on *DPaint IV's* colour mixing palette, you will have to click the pointer over the words RGB to change from Red/Green/Blue editing to HSV. This sounds complicated, but once you can control Value, it's a simple matter to darken or lighten a colour. So, by altering the value of a copy of a colour, you can make a darker clone of it for hand-made shadows.

If you intend having realistic shadows on your screen on top of a pattern effect, then using a brush as the fill pattern is a quick and effective way of doing it. Here's how: firstly, arrange your palette with as many colours as you need for your original tile design – we'll use six for this example. Now copy those six colours in the palette requester into six other colour boxes. Using the V (value) slider in the palette box, darken each of the six copies in turn – these will be our shadow colours. Next, draw your tile using the original colours, and copy your finished work as a brush, pasting it down on the spare page in exactly the same spot as the original is on the main screen. Working on this copy, re-colour the image using the darker set of colours. Pick up the original as a brush, making sure there is no extra background around the image. From the fill requester choose pattern, and now you can fill the area you wish to tile using any of the fill tools. To add shadows, pick up the darker version of the image from the spare page, and make that the pattern fill. Now you can use any fill tool – even the lasso fill, to draw out the shadowed area. **TIP:** If you intend having text on screen, you can give it a realistic shadow over a patterned background using this quick and effective method. Copy your original text as a brush, and fill the lettering with the darker version of your brush pattern. Now position this 'shadow' to fit in with the tiled background, then paste your original text on screen in an appropriate place. Of course, using halfbrite mode is an easy way of creating shadows, but often you will need to be able to do it in standard modes too.

Eagle Software

FREE
MYSTERY
GAME
WITH ORDERS
OVER £50

CREDIT CARD HOTLINE:
081 889 9172
ENQUIRY/ORDER LINE:
081 361 5730
24 HOUR FAX LINE
081 361 2733

118a Palmers Road
New Southgate
LONDON N11 1SL.

BITMAP BROTHERS VOL 1 only £16.99
Xenon, Cadaver and Speedball II

CHAMPIONS only £13.99
Jahangir Khan Squash, Man United and W.C. Boxing Manager

BIG BOX only £15.99
Captain Blood, Tin Tin on the Moon, Safari Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, BoBo, Hostages

BOARD GENIUS only £17.99
Deluxe Monopoly, Deluxe Scrabble Cleudo Master Detective and Risk

HOLLYWOOD COLLECTION only £18.99
RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie

MAX EXTRA only £17.99
Turrican II, ST Dragon, SWIV and Night Shift

SUPER HEROES only £17.99
Strider II, Indiana Jones, Last Ninja II and Spy who loved me

STRATEGY MASTER only £21.99
Deuteros, Populous, Hunter, Chessplayer 2150 and Spirits of Excalibur

DIZZYS EXCELLENT ADVENTURES only £16.99
Dizzy Panic, Bubble Dizzy, Dizzy Prince of Yolk Folk, Spellbound Dizzy and Kwik Snak

SPORTS MASTERS only £19.99
PGA Tour Golf, Indy 500, Advantage Tennis, and European Championship 1992

DREAM TEAM only £16.99
Terminator II, Simpsons, W.W.F.

SOCCER MANIA only £11.99
Football Manager II, Gazza's Soccer, Football Manager - W.C. Edition, Microprose Soccer

TEST DRIVE II COLLECTION only £20.99
Muscle Cars, California Challenge European Challenge, Duel, Super Cars

4 WHEEL DRIVE only £19.99
Lotus Esprit, Celica GT4 Rally, Team Suzuki, and Combo Racer

RAINBOW COLLECTION only £13.99
New Zealand Story, Bubble Bobble, Rainbow Islands

NINJA COLLECTION only £13.99
D. Dragon, Shadow Warrior, D. Ninja

AWARD WINNERS ONLY £16.99
Kick Off II, Pipemania, Space Ace and Populous

SUPER FIGHTER only £16.99
Pitfighter, W.W.F., Final Fight

ACTION MASTERS only £14.99
Turbo Outrun, F16 Combat Pilot, Italy 1990, Welltris and Double Dragon II

ACTION PACK only £12.99
Cosmic Pirates, Rotor, Maya, On Safari, Eliminator, Fast Lane, Sherman M4, Hostages, Targian and Colorado

RAVING MAD only £18.99
Mega twins, Rodland, Robocod

POWER PACK II only £17.99
Predator II, Battle Master, Wings, It Came From The Desert

BIG BOX II only £19.99
Back to the Future III, R-Type, IK+, Real Ghostbusters, Def of the Earth, TV Sports Football, Shanghai, Armalyte, Sinbad, Bomboozal

POWER PACK only £14.99
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally

COMBAT CLASSICS only £20.99
F15 Strike Eagle II, 688 Attack Sub and Team Yankee

BITMAP BROS VOL 2 * only £16.99
Xenon II, Gods, Magic Pockets

2 HOT 2 HANDLE only £18.99
Golden Axe, Total Recall, Shadow Warrior, Super Off Road Racing

MEGA MIX only £19.99
Leander, Agony and Ork

SPORTS COLLECTION only £12.99
Run the Gauntlet, Pro Tennis Tour and World Cup Soccer (Italia '90)

ACTION 5 only £19.99
Rick Dangerous II, Ghostbusters II, Gunship, Super Ski and Hard Driving

TOP TITLES	AMIGA
A500+ 1Meg Upgrade	£39.99
A600 1Meg Upgrade + clock	£49.99
0.5 Meg Upgrade + clock	£25.99
3D Construction Kit II	£36.99
4D Sports Boxing	£11.99
4D Sports Driving	£11.99
A-Train	£23.99
Action Stations	£12.99
Addams Family	£16.99
Agony	£15.99
Air Combat Patrol	£19.99
Air Support	£15.99
Aliens III *	£16.99
A.Maclean's Pool	£16.99
AMNIOS	£12.99
Amos (Easy)	£23.99
Amos 3D	£23.99
Amos Compiler	£19.99
Amos Professional	£54.99
Amos The Creator	£36.99
Another World	£17.99
Aquatic Games star J Pond	£16.99
Aquaventura	£13.99
Arabian Nights	£16.99
Armourgeddon	£15.99
Armourgeddon Upgrade *	£10.99
Ashes of Empire	£20.99
Assassin	£16.99
A.T.A.C. *	£23.99
B17 Flying Fortress *	£23.99
Bane of the Cosmic Forge	£24.99
BARBARIAN II (Psyg)	£14.99
Bards Tale Trilogy *	£19.99
Bart vs the World *	£16.99
B.A.T. II	£22.99
Battle Chess II	£16.99
Battle Isle	£18.99
Battle Isle Data Disc	£13.99
Battle Toads	£16.99
BC Kid	£16.99
Big Run	£12.99
Birds of Prey	£23.99
Black Crypt	£16.99
Blue Max	£11.99
Buck Rogers	£19.99
Buck Rogers II	£20.99
Cadaver	£11.99
Cadaver - the pay off	£10.99
Caesar	£16.99
Campaign	£22.99
Captive	£15.99
Captive II *	£17.99
Carl Lewis Challenge	£15.99
Castles	£16.99
Castles Data Disc	£11.99
Castle of Dr Brain	£15.99
Chaos Engine	£16.99
Chase HQ II	£14.99
Chuck Rock II *	£16.99
Civilisation	£23.99
C.Y's Air Combat	£20.99
Cool Croc Twins	£16.99
Cool World	£16.99
Combat Air Patrol	£18.99
Conflict Korea	£23.99
Contraptions *	£16.99
Cover Girl Poker	£16.99
Covert Action	£23.99
Crazy Cars III	£16.99
Cruise for a Corpse	£17.99
Crystal Kingdom Dizzy	£13.99
Curse of the Enchanter	£23.99
Cytron	£19.99
Dalek Attack	£12.99
Darkmere	£16.99
Das Boot	£11.99

TOP TITLES	AMIGA
Deliverance	£15.99
Desert Strike	£16.99
D/Generation	£11.99
Disciples of Steel	£17.99
Doodlebug	£16.99
Double Dragon III	£16.99
Dreadnoughts	£22.99
Dune	£19.99
Dune II *	£19.99
Dungeon / Chaos	£19.99
Dyna Blast	£20.99
Elf	£15.99
Elvira II - Cerberus	£23.99
Epic	£19.99
Eye of the Beholder	£19.99
Eye of the Beholder II	£23.99
F14 Tom Cat *	£18.99
F15 Strike Eagle II	£23.99
F117A Stealth Fighter *	£21.99
F19 Stealth Fighter	£19.99
F29 Retaliator	£15.99
Face Off - Ice Hockey	£15.99
Falcon	£11.99
Falcon Mission Disk I	£8.99
Falcon Mission Disk II	£8.99
Falcon 3.0	£23.99
Fantastic Voyage	£16.99
Fate of Atlantis (Adv)	£25.99
Fate of Atlantis (Arc)	£16.99
Final Blow	£16.99
Final Fight	£16.99
Fire and Ice	£15.99
First Samu/MegaLoMan	£20.99
FireStone HD Scenery	£13.99
Flashback *	£16.99
Flight of the Intruder	£11.99
Football Crazy	£14.99
Football Manager III	£14.99
Free DC	£18.99
Gauntlet III	£12.99
Global Effect	£16.99
Gobliins II	£19.99
Gods	£16.99
Golden Shot	£16.99
G. Gooch Cricket	£21.99
Graham Taylor	£15.99
Grand Prix (Formula)	£23.99
Gunship 2000	£23.99
Guy Spy	£20.99
Harlequin	£16.99
Harpoon (1 Meg)	£19.99
Harrier Assault AV8B	£23.99
Heimdall	£23.99
Hero's Quest (Grem)	£16.99
Hill Street Blues	£15.99
Historyline 1914-18	£16.99
Home Alone	£23.99
Home Alone Colouring Book	£14.99
Hook	£15.99
Humans	£19.99
I. Bothams Cricket	£19.99
Indy Heat	£16.99
International Sports Chall.	£15.99
Ishar - Legend Fortress	£20.99
Jaguar XJ220	£16.99
James Pond III (Op Starfish)	£16.99
Jim Power *	£16.99
J. White's Whirlwind	£16.99
J. Barnes (1 Meg)	£15.99
J. Madden's Football	£16.99
KGB	£20.99
Kick Off II (1 Meg)	£15.99
Kick Off II (.5 Meg)	£14.99
Kick Off III*	£16.99
Kid Gloves II	£16.99
Kings Quest V	£15.99

TOP TITLES	AMIGA
Knight Mare + Hint Book	£19.99
Knight of the Sky	£23.99
Lawn Mower Man *	£16.99
Leander	£15.99
Leathal Weapon	£16.99
Leeds Utd	£12.99
Legend + Hint Book	£19.99
Legend of Kyrandia	£20.99
Legends of Valour	£23.99
Leisure Suit Larry II	£14.99
Leisure Suit Larry III	£19.99
Leisure Suit Larry V	£26.99
Lemmings	£15.99
Lemmings and Data Disk	£19.99
Lemmings II	£21.99
Lemmings - Data Disk	£13.99
Lemmings - Stand Alone	£15.99
Life and Death II	£20.99
Links HD	£23.99
Liquid Kids *	£16.99
Lost Patrol	£15.99
Lost Treasures of Infocom	£29.99
Lotus Turbo Challenge II	£16.99
Lotus Turbo Challenge III	£16.99
Lure of the Temptress	£19.99
M1 Tank Platoon	£16.99
Magic Pockets	£15.99
Man Utd. Europe	£15.99
M. Ditka Ultimate Football *	£18.99
Mega Fortress	£16.99
Mega Sports	£16.99
Megatraveller II	£20.99
Merchant Colony	£16.99
Microprose Golf	£23.99
Midwinter II	£23.99
Mig 29 Fulcrum	£16.99
Might of Magic III	£23.99
Moonstone	£19.99
Monkey Island	£15.99
Monkey Island II	£25.99
Mouse (Switchable)	**£9.99**
Myth	£18.99
Nick Faldo Golf	£23.99
N. Mansell World Champ	£20.99
Noddys Playtime	£16.99
ORBITUS	£12.99
Ork	£15.99
Outlanders *	£16.99
Pacific Islands - T.Yankee II	£20.99
Parasol Stars	£15.99
Perfect General	£20.99
PGA Golf Tour +	£20.99
PGA Courses Disk	£10.99
Pinball Dreams	£15.99
Pinball Dreams II	£16.99
Populous II - The Challenge	£11.99
Populous II + (1 Meg)	£23.99
Prestiere	£20.99
Premier Manager	£16.99
Project X	£16.99
Push Over	£15.99
Putty	£16.99
QUEST AND GLORY	£16.99
Railroad Tycoon	£23.99
Reach for the Skies	£20.99
Red Baron	£15.99
Red Zone	£15.99
Rise of the Dragon	£15.99
Risky Woods	£16.99
Road Rash	£16.99
Robin Hood	£16.99
Robocod	£15.99
Robocop III	£16.99
Robo Sports	£20.99
Rod Land	£16.99
Rookies *	£17.99

TOP TITLES	AMIGA
R-Type II	£14.99
Sabre Team	£16.99
Savage Empire	£22.99
Secret Silver Blues	£21.99
Secret Weap Luft *	£19.99
Sensible Soccer 92-93	£16.99
Shadowlands	£20.99
SHADOW BEAST II	£12.99
Shadow of the Beast III	£19.99
Shadow Worlds	£16.99
Shuttle the Sim	£20.99
Silent Service II	£23.99
Sim Ant	£22.99
Sim Earth	£23.99
Simpsons	£15.99
Sleepwalker *	£15.99
Snow Bros	£16.99
Soccer Kid	£16.99
Soup Trek *	£16.99
Space 1889	£16.99
Space Ace II	£33.99
Space Gun	£12.99
Space Crusade	£16.99
Space Quest I,II,III, or IV	£23.99
Special Forces	£23.99
Steel Empire	£20.99
Stereo Master	£26.99
Storm Master	£16.99
Street Fighter II	£17.99
Strike Fleet	£16.99
Striker	£16.99
Super Cauldron *	£16.99
Super SWIV *	£16.99
Supremacy	£18.99
Sword of Honour	£16.99
Tear Away Thomas	£15.99
Tennis Cup 2	£16.99

TOP TITLES	AMIGA
Test Drive III	£15.99
The Games '92 Espana	£20.99
Their Finest Hour	£19.99
The Manager	£20.99
ThunderhawkAH-73M	£21.99
Thunder Jaws	£16.99
Tip Off	£16.99
Toki	£15.99
Toon World *	£16.99
Troddlers	£16.99
Trolls	£16.99
TV Sports Baseball	£11.99
TV Sports Boxing	£11.99
Turtles II	£11.99
Twilight 2000	£23.99
Ugh!	£15.99
Ultima Martian Dreams *	£20.99
Ultima V	£19.99
Ultima VI	£20.99
UMS II	£16.99
UMS II Planet Editor *	£20.99
Universal Masters	£16.99
Uridium II *	£17.99
Utopia	£16.99
Utopia New World	£11.99
Video Kid	£15.99
Viking Fields of Conquest	£15.99
Voyage Beyond (S.Crusade)	£16.99
Vroom	£16.99
Walker *	£18.99
White Death (1 Meg)	£12.99
Willy Beamish	£15.99
Wing Commander I	£19.99
Wiz Kid	£15.99
W.W.F.	£15.99
W.W.F. II	£15.99
Zool	£16.99

EDUCATIONAL

ADI English 11-12	£16.99
ADI English 12-13	£16.99
ADI English 13-14	£16.99
ADI French11-12	£16.99
ADI French 12-13	£16.99
ADI French 13-14	£16.99
ADI Maths11-12	£16.99
ADI Maths 12-13	£16.99
ADI Maths 13-14	£16.99
Better Spelling 8-14	£14.99
Better Maths 12-16	£14.99
Fun School 2 under 6	£6.99
Fun School 2 6-8	£6.99
Fun School 2 over 8	£6.99
Fun School 3 under 5	£16.99
Fun School 3 5-7	£16.99
Fun School 3 7+	£16.99
Fun School 4 under 5	£16.99
Fun School 4 5-7	£16.99
Fun School 4 7+	£16.99
Junior Typist	£11.99
Magic Maths (4-8)	£14.99
Maths Mania	£14.99
Noddy's Playtime	£16.99
The Three Bears	£14.99

3.5 DS DD discs

with Labels boxed in 10's

10 x 3.5	DS	DD	£5.99
20 x 3.5	DS	DD	£11.99
30 x 3.5	DS	DD	£15.99
50 x 3.5	DS	DD	£21.99
100 x 3.5	DS	DD	£39.99

Please add 50p per 10 discs when ordering to cover P & P

AMIGA BUDGET TITLES UNDER £10

3D Pool	£6.99
Afterburner	£6.99
Altered Beast	£6.99
Arkanoid II	£8.99
ATOMINO	£8.99
Barbarian	£5.99
Barbarian II	£6.99
Batman The Movie	£6.99
Battlehawks 1942	£9.99
Blood Money	£6.99
Cabal	£6.99
California Games	£6.99
Carrier Command	£8.99
Celica GT4 Rally	£6.99
Centrefold Squares	£6.99
Chase HQ	£6.99
Cloud Kingdom	£6.99
Colossus Chess	£6.99
Combo Racer	£6.99
Conflict in Europe	£7.99
Continental Circus	£5.99
Deluxe Strip Poker	£6.99
Double Dragon I or II	£6.99
Dragon Ninja	£6.99
Duel	£6.99
Fantasy World Dizzy	£5.99
F16 Combat Pilot	£7.99
F.O.F.T.	£6.99
Gauntlet II	£6.99
Ghostbusters II	£6.99
Ghouls'n'Ghosts	£6.99
Golden Axe	£6.99
Head over Heels	£6.99
H. H. Guide to Galaxy	£7.99
Hudson Hawk	£6.99
Hunter Killer	£2.99

IK+	£6.99
Impossible Mission II	£6.99
Indy Last Crusade Graphic	£9.99
James Pond	£6.99
Jet Set Willy	£7.99
J.Khan Squash	£6.99
Kid Gloves	£5.99
Last Ninja II	£6.99
Last Ninja III	£7.99
Lombard RAC Rally	£6.99
Lotus Esprit	£6.99
Manic Miner	£7.99
M. Jackson Moonwalker	£6.99
Midnight Resistance	£6.99
Midwinter	£9.99
Moonshine Racers	£6.99
Murder *	£7.99
Narc	£6.99
Navy Seals	£9.99
New Zealand Story	£6.99
Ninja Remix *	£7.99
North & South	£6.99
Out Run	£6.99
Operation Stealth	£9.99
Operation Thunderbolt	£6.99
Operation Wolf	£6.99
Outrun Europe *	£7.99
Pang	£6.99
Panza Kick boxing	£8.99
Pinball Magic	£7.99
Pitfighter	£6.99
Platoon	£5.99
Plotting	£6.99
Predator	£6.99
Predator II	£9.99
Prince of Persia	£6.99

Pro Tennis Tour	£6.99
Puzznic	£6.99
Rainbow Islands	£6.99
Rambo III	£6.99
RBI2 Baseball	£6.99
Resolution 101	£6.99
Rick Dangerous II	£7.99
Robocop	£6.99
Robocop II	£6.99
Rolling Ronny	£9.99
R-Type	£6.99
Run The Gauntlet	£6.99
R.V.F. Honda	£6.99
Shadow of the Beast	£6.99
Shadow Warrior	£6.99
Sherman M4	£6.99
Shinobi	£6.99
Smash TV	£6.99
Stargllder II	£6.99
Stunt Car Racer	£6.99
Supaplex	£6.99
Super Cars II	£8.99
Super Off Road	£8.99
Super Hang On	£6.99
SwitchBlade	£6.99
Switch Blade II	£8.99
Swiv	£6.99
Teenage Mutant Turtles	£6.99
Terminator II	£6.99
Thunderstrike	£6.99
Toobin'	£6.99
Turrican II	£7.99
Untouchables	£6.99
Vigilante	£6.99
WC Leaderboard	£6.99
World Championship Boxing	£6.99
Zak McKracken	£8.99
Xenon II	£7.99

VISIT OUR
SHOP
AT
120a
MYDDLETON
ROAD
WOOD GREEN
LONDON
N22 4NQ.
081
889 9172
SHOP PRICES
MAY VARY.

Please make cheques and P.O.'s payable to *Eagle Software*. P&P is £1.00 per item in the UK. Orders under £10 please add 50p per item. Europe: add £3.50 per item. Elsewhere add £4.50 per item. New titles will be sent as released and are subject to manufacturers price reviews. E.&O.E. SPECIAL OFFER APPLIES ONLY IF QUOTED WHEN ORDERING.

Computer ________ AMIGA ________ Date ________
Title ________________ Price ________
________________ Price ________
________________ Price ________
________________ Price ________
P & P ________
Total ________

VISA Access

Name: ________________
Address: ________________
____
____
Postcode: ________ Tel: ________
Card No: ________________
Exp Date ________ Member No: ________
Access ☐ Visa ☐ Cheque ☐ P.O's ☐

Free Membership with First Order. No obligation to re-order.

*Not released at time of going to press

WORKBENCH TUTORIAL

PART 1

If you're new to the Amiga scene, you may be a bit confused about everything. Fear not, for in the first of a beginner's series, Mat Broomfield guides you through some of the intricacies of the Workbench.

Whether you intend to do nothing more than play games, or you hope to use your Amiga in more productive ways, it's almost certain that you'll need to use the Workbench at one stage or another.

Like the Black and Decker tool of the same name, the Amiga Workbench has little value on its own, but as an accessory it represents a gateway to most areas of activity, many of which are totally dependant on it in order to function properly. If you have a printer, you'll probably need the Workbench in order to get it working properly. If you play games, you'll use Workbench to format blank disks to store your saved games on.

But let's hold on a moment, we're running before we can walk. Let's start by taking a look at some Workbench basics.

As I guide you through some of the aspects of Workbench, there will be differences according to which version of the Amiga you own. Rather than waste your time, I'll be giving tips and advice for each computer individually, and I'll begin computer specific sections with a little icon representing your computer:

will represent any Amiga which still uses a 1.3 or 1.2 Workbench; and

will be used for machines that use Workbench 2.0 or higher.

GETTING STARTED

Switch off your Amiga at the mains and leave it turned off for at least 30 seconds. This is to ensure that computer viruses will not accidentally infect any disks that you might insert in the disk drive. You can read the section on viruses for further details, but suffice to say that no viruses can survive in the computer's memory if the power is off for more than 30 seconds.

Now, turn on your Amiga and insert your Workbench disk. You may hear quiet (or not so quiet!) grinding noises coming from the disk drive as the computer reads the disk. Not to worry, this is the read/write heads being moved across the surface of the disk at great speed by a tiny motor called the 'stepper motor'.

If you own an A600 HD, simply turn your computer on, and the Workbench will load automatically (hopefully without the grinding noises).

After a couple of minutes, a blue Workbench screen will appear. At the top of the screen you'll see a white bar containing the words 'Workbench release' and 'free memory' and a number representing the amount of free memory in your machine.

After a minute or so, loading will stop and you'll see the Keymap Selection Screen. This screen lets you specify which language your computer keyboard is configured for. In various countries throughout Europe the keys are in different positions on the keyboard, and by loading an appropriate keymap you can ensure that the computer always produces the correct character when you press a key. For now, simply press 0 for no, then press return. After a further couple of moments, you will see the standard grey Workbench screen.

WORKBENCH HACKS

Learning about the Amiga Workbench may seem like hard work, but it's not all studying, there's a fun side too. The best example of this comes in the form of Workbench hacks – little programs which generally serve no purpose other than to provide amusement.

AMIBUG

When this program is first run nothing appears to happen, but soon a small black bug will start crawling aimlessly around the Workbench window.

DROPSHADOW

Here's one for the aesthetes among you. Double click on its icon and suddenly every window on the screen will acquire a shadow. The depth and darkness of the shadows can be altered according to your preferences.

DRUNKEN MOUSE

If you want to irritate your friends, this hack is ideal! Simply run it on their Workbench and the screen cursor will swerve and jitter as if it's had one too many pints!

ESUOM

This one simply reverses the controls on the mouse. Move up and left and the cursor will move down and right!

LEFTY MOUSE

This one's a bit more constructive than the previous couple for it reverses the function of the left and right mouse buttons. Ideal for left-handed users.

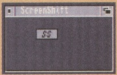
WAVEBENCH

If you're going to leave your monitor on whilst you go for a cup of tea, there's a small danger that the Workbench (or any other static screen) will leave indelible marks on the front of the screen (known as phosphor burn). When Wavebench is selected, the Workbench screen will 'ripple' as if it's made of water, thus preventing any such damage.

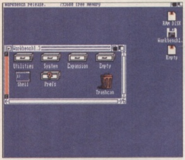
BOUNCEBENCH

Another screen blanker, but this time the Workbench screen 'bounces' up and down.

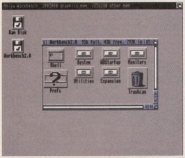
SCREENSHIFT



This works like the 'Screen position' option in preferences. A box appears that represents your TV or moni-



Well, it seemed quite innovative at the time, but 1.3 looks a bit dull these days, plus it relied heavily on use of the CLI.


Amiga Workbench 2005080 graphics mem 7256208 other mem
Ram Disk
Workbench2.0
Workbench2.0 95% full, 45K free, 792K in
Shell
System
WBStartup
Monitors
Prefs
Utilities
Expansion
Trashcan

Version 2.0 and up feature improved window gadgets, split memory displays and nice dropshadow effects – but the changes go far further than pure cosmetics.

At the top of the screen is a black bar containing the words 'Amiga Workbench', followed by a number and the words 'graphics mem'. This represents the amount of graphics memory (sometimes known as chip RAM) available in your computer. There then follows another number followed by the words 'other mem'. This figure tells you the amount of Fast RAM in your computer.

The rest of the Workbench screen is more or less empty at this stage, although you will notice two small pictures called icons. The first of these icons is labelled 'Ram Disk' whilst the other is labelled 'Workbench' and then a number telling you which version of Workbench you are using.

Although these icons may appear to be very trivial, they actually represent a revolution because they are one of the elements that give the Amiga its WIMP environment. No, I'm not saying that the Amiga is a weed! WIMP stands for Windows, Icons, Mice and Pointers, and it's one of the features that makes the Amiga such a friendly computer to use.

PC WIMPS

PC users are currently making a big fuss about the fact that their machines have a new operating system called Windows, but Amiga owners have enjoyed this sort of system for years (ever since the machine was first released!).

So what's so special about WIMP? Well, it means that you can achieve many things, such as loading programs, and moving information around, simply using the mouse. Because information is represented in a graphical form, you can easily relate to it and understand it without having to learn to program first.

If you've only just received or bought your Amiga, you might be thinking to yourself that it's still pretty darned confusing, pictures or not. It really isn't that scary, but like anything new it will take you a little time to understand the way that things work.

Let's go back and take another look at those icons shall we? The visual appearance of an icon is not important, but obviously it helps if the icon looks similar to the thing it's supposed to represent. There are five different types of icons, but the ones on the Workbench screen at the moment are known as Disk icons. The one labelled 'Workbench' represents the Workbench disk, whilst the other one represents the RAM disk.

By moving the pointer onto a disk icon, then double-clicking the left mouse button, you can open it to see what's inside. Let's do that now with the 'Workbench' icon.

As you double click, a box containing more icons will appear. This box is called a window, and the other icons represent the contents of the Workbench disk. We could have opened the RAM Disk icon, but as there is nothing in RAM that has an icon, there wouldn't have been much point as the window would have been empty.

Anyway, returning to the Workbench window, you'll see that although there are seven or eight icons, there only appears to be four different types

HOW MEMORY IS MADE UP

Memory is the term given to the storage space inside a computer. There are lots of different types of memory, but two important types are RAM and ROM. ROM stands for Read Only Memory and, as its name suggests, you can't alter it in any way, you can only read information from it. The basic instructions that tell the Amiga how to work are stored in ROM. RAM stands for Random Access Memory and this is the type that you can use for storing data, or loading programs into.

The amount of memory (RAM) shown at the top of the Workbench screen is given in bytes. The smallest unit of memory is called a bit and there are eight bits to a byte. Unless it is stored in a special condensed format, it takes one byte of memory to store one letter of the alphabet, or one character (such as a piece of punctuation). There are 1024 bytes in a kilobyte (abbreviated to k), and 1024 kilobytes in a megabyte (Mb). When the Amiga 500 first came out, it had half a megabyte of free memory in it, but as games became increasingly sophisticated, more and more people bought memory upgrades to increase their total free RAM to 1Mb. With the Amiga Plus and the A600, Commodore supplied the machines with 1Mb as standard, although many owners still like to add further memory.

Disk space is also measured in bytes, kilobytes and megabytes. A standard Amiga disk is said to have a 1Mb capacity, although in reality this figure is between 860 and 901k. Hard drives, which have a much larger capacity than floppy disks, are usually described in Megabytes, although in extreme cases the term Gigabytes (Gb) may even be used. A Gigabyte is 1024 Megabytes.

---

tor screen, inside which is a small square representing the visible Amiga screen. Drag the square and the Amiga window will move. Ideal if you often lose sight of bits of your screen, or if you're using *D-Paint's* severe overscan modes for video work.

BUBBLES

If you're feeling uptight after a hard day's work, this one is the perfect way to relax. When it's loaded, a variety of bubbles will slowly 'float' to the top of the Workbench screen. Like watching an aquarium without the fish. Or stones, or reeds, or little castles...

SMART ROCKET

Not all the hacks are so gentle. After the tranquility of Bubbles, Smart Rocket will inject a bit of excitement back into your life. This one's for all the militatry nuts out there as a homing missile will relentlessly hunt down your cursor, and if it hits it, bang, goodbye cursor!

KALEIDOSCOPE

Remember the kaleidoscopes that most of us owned as kids? This fills your Workbench screen with a slowly changing kaleidoscopic effect.

SIMGEN

Here's another one for those of you who like your Workbench screens to look good. It places one of a selection of neat background pictures on the screen to give you something to look at whilst you're twiddling your thumbs.

TARGET

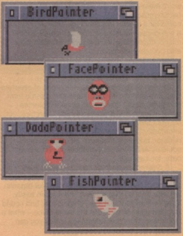
Bring out the secret agent in you with this simple hack that turns the cursor into a target sight and plays a Bang! sample each time you click a mouse button.

QUICKLENS

Why strain your eyes trying to see the screen when Quicklens will magnify everything under the cursor. Supports variable levels of magnification.

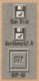
POINTERZ

When the standard Workbench pointer gets too boring for you, pep up your display with animated Pointerz (sic). You can choose between an a flapping bird, a grimacing face, a staggering dodo(!) or a swimming fish.

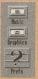


ICON TYPES

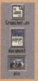
There are five different types of icons, and each represents a different type of information.



Disk Icon – A Disk icon represents a disk. When you insert a disk, an icon representing that disk will appear. This icon is usually stored on the disk being inserted, but if there isn't one present, Workbench will simply use the default disk-shaped icon.

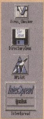


Drawer Icon – A Drawer icon represents a drawer into which other programs or files can be placed. You can think of a drawer as a sub-division of a disk.

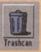


Tool Icon – Tool icons are used to represent specific programs. When they are double-clicked, the associated program will be loaded. Because of this, there is no standardised appearance for Tool icons – although they generally bear some relevance to the program that they load.

Occasionally, rather than directly loading their associated programs, tool icons activate a program called Icon X. When programs require a certain set of instructions to be performed before they load, Icon X can be used to automatically perform them, rather than the user having to type them in manually each time he or she uses the program.



Project Icon – A project icon represents the data or information that has been created by a tool. Pictures created with the art package *Deluxe Paint* and text files created with the word processor *Wordworth* will both have a Project icon unless otherwise specified. If you double-click on a Project icon, the computer will first try to load the associated tool, before loading the selected data into it. For example, if you double-click on the icon of a picture that you created with *D-Paint*, the Amiga will load *D-Paint* and then automatically load the picture into it ready for you to use.



Trashcan Icon – The Trashcan icon simply represents an area into which unwanted programs or files can be placed. Essentially it works just like a drawer, with the important exception that a Trashcan icon cannot be moved out of its original window by dragging. Programs, etc. which are placed in the Trashcan will not be destroyed unless you select 'Empty Trash' from the Disk menu (the Icons menu on 2.0 machines).

Icons are stored on disk (and in memory) in the form of a special file known as an info file – they have the same name as the programs that they represent, but have the characters '.info' tagged onto the end of their name.

of icon on display. In actual fact there are only three different types because the 'Prefs' icon is actually of the same type as the ones that look like drawers. This confirms what I was saying earlier about the appearance of icons being irrelevant. Because Prefs are used so frequently, somebody at Commodore presumably decided that the 'Prefs' icon should look a little different to all of the others so that it stands out a bit.

You can find out a bit more about the other types of icon elsewhere in this article, but for now, we're mainly concerned with the Drawer icons (which, unsurprisingly, look like drawers!). Another name for a drawer is a directory, and it represents a sub-division of the disk. In other words, a disk may contain many drawers, each of which may also contain information.

FLOPPY STORAGE

A disk can hold dozens, if not hundreds of separate files, and you can imagine that without some form of organisation it could soon become quite tiresome trying to find any specific file. Therefore, drawers are used, either to store pieces of related information, or (when everything on a disk is related), to store information grouped according to some other criteria (alphabetically or chronologically, for example).

A drawer has no information value in itself, it is merely a storage area into which other things can be placed. But drawers are very useful for organising your data so that you can find it again easily. Imagine if all your text files, graphic files and sound samples were all stored in the same place – what a nightmare! The other advantage is that you can have files with the same names, as long as they are stored in different drawers (for example you could have a *DPaint* IFF file called 'Motorbike' in a drawer called 'graphics' and a sound sample called 'Motorbike' in a drawer called 'sounds').

A drawer can even be placed inside another drawer, in which case it is called a sub-directory. Sub means below or secondary to, so it is a directory which is secondary to the one it is inside. Another way of referring to a sub-directory, is to call it the child directory. Therefore, by inference, you could probably work out that the directory it is inside is called the parent.

When you double-click on a Drawer icon, it will open up another window to reveal the contents of the drawer in exactly the same way as the Workbench Disk icon opens a window. You can use the Workbench 'Leave Out' option on drawerstoo, so they appear even when the disk itself is not opened.

NEXT MONTH

That's all we've got time for this month, but next month we'll be taking a closer look at Drawer and Disk windows, and we'll also be discovering about menus and how to format and copy disks.

THE VIRUS THREAT

In the animal world, a virus is a collection of invisible organisms which are only capable of replicating (reproducing) themselves within living animal tissue. These organisms are likely to be harmful to the host animal in some way, and can only be seen when examined under a microscope.

In the computer world, a virus is a collection of computer instructions which are only capable of replicating themselves in the memory of a computer, or on a computer disk. These instructions have been specially designed by malicious people, and they are almost always harmful, either to the host computer or disk or to any disks that are placed into the disk drive of an infected machine. In the same way that animal viruses can only be seen under a microscope, computer viruses can usually only be detected with special software. Fortunately, unlike an electron microscope, this software is free or available for virtually nothing.

To dispel some myths, computer viruses cannot infect people or animals, and they can't infect write protected disks. Nor can they 'get out' of your computer and infect disks that might be lying on top of it or near it! If your computer has a battery backed clock (all Amiga Pluses do), viruses absolutely cannot stay inside the clock; there simply isn't enough space.

When a virus gets onto one of your disks, it transfers itself to your computer's memory when the disk is put into a drive. The virus then sits quietly in memory waiting for you to insert another unprotected disk, and as soon as you do, bang! The virus duplicates itself on the new disk.

Now for the really bad news; if you are unlucky enough to get some disks which are infected with a computer virus, they can damage, and even destroy your games and serious software if you don't take precautions. Once these programs are destroyed, some titles (mostly games) cannot be repaired even if you use a virus repair program.

The most common way of getting a computer virus in the first place is by buying or borrowing pirate (copied) software, although on some extremely rare occasions, public domain and commercial software has been known to carry them, too.

As with most things, prevention is better than cure, and by taking two or three simple precautions, you can guarantee that you never suffer.

❶ Always keep your software write protected if you can. If you look at your disks, you'll see a small black tab in the corner. Move this tab up so that you can see through the hole. With the tab in this position, you can be 100% certain that the disk will not become infected.

❷ If you must write enable a disk (while you format it, or copy data onto it), make sure that there are no viruses in your computer first. You can do this by turning the computer off at the mains for 30 seconds before you load each program, or you can use a special piece of virus detection software to ensure that there aren't any viruses in memory.

❸ If you have a hard drive, use virus detection software regularly. Although hard drive viruses are extremely rare, there are some which can do serious damage, and which will remain on your hard drive even after the power has been turned off.

You can buy virus detection and prevention software such as System Z and Boot-X (my personal favourite) from most public domain libraries. Goldstar Computers sell a disk choc-a-block full of such programs for a couple of pounds. You can phone them on 0942 682205.

FREE! ZOOL

SOFTWARE PACK WHEN YOU BUY AN AMIGA FROM SILICA

ZOOL SOFTWARE PACK
4 TOP TITLES!
PINBALL DREAMS
TRANSWRITE
STRIKER
ZOOL

PLUS!

GFA BASIC + PHOTON PAINT 2

TOTAL VALUE OVER **£265**

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOOL which has received rave reviews as the most original game ever seen on the Amiga.

ZOOL - "Knocks the socks off Sonic." - 97% - *Amiga Computing* - Nov '92

STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92

PINBALL DREAMS - "It's quite simply superb" - 94% - *AUI* - Sept '92

TRANSWRITE - Premier word processor (UK version) with a 90K spell checker.

Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

ZOOL PACK:

ZOOL - platform title of the year	£25.99
STRIKER - soccer simulation	£25.99
PINBALL DREAMS- pinball simulation	£25.99
TRANSWRITE - word processor	£49.95
PLUS!	
GFA BASIC v3.5 - programming language	£50.00
PHOTON PAINT 2 - paint package	£89.95
	£267.87

AMIGA COMPUTERS

£100 OFF AMIGA 600HD SILICA SALE - £399 SEE BOTTOM LEFT

RETURN THE COUPON FOR A FREE COPY OF SILICA'S

NEW 64 PAGE COLOUR CATALOGUE

AMIGA 600

with FREE! LEMMINGS AND DELUXE PAINT III

PLUS! FREE! ZOOL PACK + MORE! - SEE LEFT

2Mb RAM OPTION SEE BELOW
Commodore
AMIGA 600
Lemmings
PLUS!
PAINT III

FREE! 1 YEAR AT HOME WARRANTY

The new Amiga 600 features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The very latest Kickstart/Workbench v2.05 is used in the Amiga 600 along with an enhanced chip set. See below for pack options and free gifts from Silica.

A600 + LEMMINGS + DPAINT III
£299
INC VAT - Ref: AMC 0666

NEW! AMIGA 1200

2Mb RAM
FREE! ZOOL PACK + MORE! - SEE ABOVE

FREE! 1 YEAR AT HOME WARRANTY

£399
INC VAT - Ref: AMC 1200

INCLUDES BUILT-IN 18-KEY NUMERIC KEYPAD

- Motorola 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM Standard
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16 Million Colour palette
- 2-256 Colours on Screen
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K - 4Mb PC Cards
- Built-in TV Modulator
- 96 Key keyboard with Numeric Keypad
- 2½" Internal Hard Drive Optional Extra
- 1 Year On-site Maintenance

AMIGA 600 SALE OFFERS!

WILD, WEIRD & WICKED

THE WILD THE WEIRD & THE WICKED
AMIGA 600
Commodore
2Mb RAM OPTION SEE RIGHT
FREE! ZOOL PACK + MORE! - SEE ABOVE

EPIC 'HARD DRIVE' PACK

AMIGA E·P·I·C
AMIGA 600HD
WITH 20MB HARD DRIVE
FREE! ZOOL PACK + MORE! - SEE ABOVE

PACK CONTENTS + FREE GIFTS SHOWN IN CHART ON RIGHT

FREE! - 1 YEAR AT HOME WARRANTY

The Wild, The Weird and The Wicked (WWW) is the Amiga 600 games pack. It comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software.

NORMAL RRP: ~~£349~~

SILICA OFFER: **£319** Inc VAT Ref: AMC 0649

The Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded!

NORMAL RRP: ~~£499~~

SILICA OFFER: **£399** inc VAT AMC 0799

40Mb Hard Disk Version: £449 inc VAT - Ref: AMC 0899

AMIGA 600 HOLDALL

A high quality holdall for storage and transportation of your Amiga 600.

① Webbed handles with padded grip
② Wrap around dual zipper
③ Real leather badge
④ Outer pocket with velcro and stud fasteners. Folds flat when not in use.
⑤ Zip fastened pouch inside
⑥ Removable, adjustable shoulder strap with padding
⑦ Non-slip, solid rubber feet
⑧ Large inner pocket
⑨ 3 smaller pockets for disks

⑧
⑨
COMPUTA GRIP

Available with choice of badges:
Console Carrier NBA 3000
ComputaGrip NBA 3500

Contents Not Included

SILICA PRICE ONLY **£14.95**
Ref: NBA 3000 or NBA 3500

AMIGA 600/1200 HARD DRIVE

Silica are pleased to introduce GVP's first A600/A1200 upgrade, a high speed 85Mb internal hard drive. The hard drive is based on a new Maxtor mechanism offering ultra fast data transfer and access times with the reliability and quality that you would expect in a GVP product. The compact unit comes with GVP's market leading hard drive formatting software (FaaastPrep) and a full two year warranty for your peace of mind. Also included is a manual giving full instructions.

FITTING SERVICE

Because fitting ANY internal hard drive yourself will invalidate your Amiga's warranty, Silica offer a fitting service. Silica's trained engineers will professionally install the hard drive in your Amiga, keeping your Amiga warranty intact and then return the Amiga to you by free courier delivery.

FEATURES:

- Ultra fast Maxtor hard drive.
- 85Mb Capacity.
- Compact 2.5" mechanism.
- Low cost IDE technology.
- Internal fitting conserves desk space.
- GVP's FaaastPrep software + Manual.
- Complete fitting kit included.
- Fitting service available.
- Two year hard drive warranty.

MAXTOR 85Mb HARD DRIVE Inc GVP FITTING KIT
£299
INC VAT Ref: HAR 0785

Fitting (UPG 7135) £25+VAT = £29.38

AMIGA 600 OPTIONS

	NO HARD DRIVE		20Mb HARD DRIVE
	'LEMMINGS'	WWW PACK	EPIC PACK
• 1Mb A600 + Mouse, 3½" Drive, TV Mod, Smart Card Slot	£299.99	£299.99	£299.99
• 20Mb HARD DISK - Storage for programs and data	-	-	£299.00
• DELUXE PAINT III - Graphics and animation	£79.99	£79.99	-
• LEMMINGS - Save the Lemmings	£25.99	-	-
• MICROPROSE GRAND PRIX - Racing Sim	-	£34.99	-
• SILLY PUTTY - The pliable arcade game	-	£25.99	-
• PUSH OVER - A game of puzzles	-	£25.99	-
• EPIC - A Sci-fi adventure	-	-	£29.99
• ROME - Role playing adventure	-	-	£25.99
• MYTH - Stop the spread of evil	-	-	£19.99
• TRIVIAL PURSUIT (in 3 languages)	-	-	£29.99
• WORD PROCESSOR + DICTIONARY (5 languages)	-	-	✓
• 1 YEAR ON-SITE WARRANTY	✓	✓	✓
PLUS! - FREE FROM SILICA			
• ZOOL PACK - see panel above	£127.92	£127.92	£127.92
• PHOTON PAINT v2.0 - Art package	£89.95	£89.95	£89.95
• GFA BASIC INTERPRETER v3.5 - Prog language	£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£673.84	£734.82	£972.82
LESS PACK SAVING:	£374.84	£355.82	£573.82
SILICA PRICE:	**£299**	**£319**	**£399**
2Mb RAM PRICE OF UPGRADE INC BATTERY BACKED CLOCK	+£45 RAM 0610	+£45 RAM 0610	+£45 RAM 0610

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

080193-0830

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	**Tel: 0702 468039** Fax No: 0702 462363

To: Silica Systems, CMUSR-0393-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 80K

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

C FOR BEGINNERS

What have matchboxes got to do with C? Has John Kennedy lost his marbles? Confused? You won't be after part four of his award winning (*) programming tutorial.

CHUNKY CODE

Two months ago we looked at functions, and how they can be used to make your own additions to the C language. We saw that by careful design and reasonably intelligent choice of names a program could be made a lot simpler to code than it might first appear.

This 'breaking down into chunks' type of process is a well recognised style of programming that can be of use on many occasions. During the design process each chunk may itself be further broken down until easily manageable blocks are left, greatly simplifying the coding. Professional programmers will tell you that the coding of a program is the easy part – it's the design that takes all the time and effort.

PLENTY OF SCOPE

Before we can look at how functions can help program design, we must first examine variables again. You will probably remember that a variable should be defined before it is used in a program, and also given a type class, be it integer, character or whatever.

An important fact I omitted to tell you was that when and where the variable is declared is also vitally important, as this defines its 'scope'. Think of your program as a large cardboard box, with the functions that appear in it as matchboxes. If a variable is defined in the main() function, this is akin to placing a marble in the large cardboard box – no matchboxes need be opened to get at it.

However, if a variable is defined within a function the hypothetical marble is placed inside the matchbox. To get at the marble, the matchbox must be opened. A variable defined inside a function is only available from within that function – other functions, including the main() function itself, cannot access it.

In TABLE 1 there's an example program which uses two functions and some variables to illustrate the point. Don't worry – no marbles are required!

TABLE 1

```
/* Example program 1 – up scope */

    int A=99;

    void MyFunction()
    {
       int B=42;
       printf(“A has the value:%d\n”,A);
       printf(“B has the value:%d\n”,B);

    }

    void main()
    {
       int C=21;
       MyFunction();
       printf(“A has the value:%d\n”,A); printf(“C
has the value:%d\n”,C);

    }
```

In that example, two local integer variables are defined within functions – B and C. Each can only be accessed from within the function they are defined in. For example, the variable B is not known within the function main(), and the variable C is not known within MyFunction().

Variable A is a bit special, as it has been defined outside both functions. It is what's known in the trade as a 'global' variable as it can be accessed anywhere in the following program. You can see that both functions main() and MyFunction() are able to use it.

It is tempting to use many global variables in a program, but think carefully before doing so. By allowing any function to change a variable, any accidental changes made may be very difficult to trace. Furthermore, the memory required for a global variable is not freed when the variable is no longer required, only when the entire program finishes. A variable local to a function is created and destroyed as it is needed.

The preferred way is to pass values between functions, and that is exactly what we'll be taking a look at next.

PARAMETER PASSING (1)

As you might have noticed when looking at the example programs (and I hope, when typing them into your compiler) all the functions we have used have been preceded with the keyword VOID. This was to inform the compiler that the functions are not expected to return any values. All that is now about to change.

Let's invent a rather simple function whose entire purpose in existence is to return the value five. Just that, nothing fancy – just the value five. Here is how we define it (see TABLE 2).

Pretty tricky, eh? The VOID has been replaced with the INT keyword because the function does now return a value after all, and it's an integer. The RETURN keyword has been added with the value of five, because... well, five is what we want the function to return, that's why.

TABLE 2

```
int GimmeFive()
{
   return 5;
}
```

From within a program, the function can be used in a number of ways. There are some examples of them in TABLE 3.

The TABLE 3 example gives you some idea as to how powerful the C language really is, as even a simple function can be used in so many ways. Try to write a few programs of your own, but most of all try to understand how a function and the value it returns can be made to do exactly what you want it to.

(*) The CU Amiga 'Best C Tutorial written by someone called John Kennedy' award.

TABLE 3

```
/* Example program 2– using a five star func-
tion */

    int GimmeFive()
    {
       return 5;
    }


    main()
    {
       int i;

       GimmeFive();
       /* 1. Call the function on its own, ignoring
any returned value. */

       i=GimmeFive();
       /* 2. Call a function and assign its return
value to the local variable called i */

       printf(“Hey bro', give me
%d\n”,GimmeFive());
       /* 3. Use the returned value immediately,
without assigning it to a variable first */

       if (i==GimmeFive()) printf(“Cool man.\n”);
       /* 4. Use the returned value in a condition
check. Note that the value of i is not changed,
only tested. It happens to be five from example
2.*/

       if (((i=GimmeFive()))==5) printf(“I like five
too.\n”);
       /* 5. Not only is a check made, but i is
assigned to the value of the returned function.
Tricky, but can be useful. Watch out for mental
bracket overload! */

    }
```

THOSE MAGIC CHARACTERS IN FULL

The printf function has a few special options to help in text formatting and the display of numbers. Here's a list of the most popular.

\b	backspace
\f	formfeed
\n	newline
\r	carriage return
\t	tab
\\	proper slash
%c	ASCII character
%d	decimal number
%x	hexadecimal number
%f	floating point number
%o	octal number
%%	proper percentage sign

Don't worry about the case when the return value is lost – as in TABLE 1 above – the value doesn't float about in limbo ready to pop back into existence and mess things up later. When the value is ignored, it's gone for good.

Here's a point in passing – unlike certain other languages I could mention, C does not allow functions to be defined within functions. This is in no way a handicap, as we shall see when disussing larger programming projects in months to come.

PARAMETER PASSING (2)

A function becomes a great deal more useful when as well as returning a value, it can accept one. Or two. Or three. Or as many as you liké. Achieving this is pretty straightforward, but there is definitely a magic formula involved that you'll need to remember, so let's start with another simple example. This function returns a value one more than the number passed to it (see TABLE 4).

TABLE 4

```
    int
OneMoreThan(num-
ber)
    int number;
    {
        number++;
        return number;
    }
```

The secret recipe for passing parameters into functions requires you to list them after the round brackets, but before the curly ones. The parameter then becomes a local variable in its own right, and you can use it as you like.

TABLE 5 contains an example program.

TABLE 5

```
/* Example 3 – Passing values into functions */

    int OneMoreThan(number)
    int number;
    {
        number++;
        return number;
    }

    main()
    {
        printf(“One more than %d is
%d\n",1,OneMoreThan(1));
    }
```

Here we've used the returned value directly, without assigning it to anything first. Here is the main() function again, but this time using some variables.

```
    main()
    {
        int a,b;

        a=1;
        b=OneMoreThan(a);
        printf(“One more than %d is %d\n",a,b);
    }
```

A phenomenally important thing to remember is that the variable 'a' is not changed by using it in the function call. Only the value of 'a' – in this case, 1 – is passed into the function, and no information about where it came from. There is a method of changing the variables themselves, which is useful when you need more than one value returned from a function. It involves special C variables called pointers, but don't worry, we won't be getting to them for a while.

POINT OF NO RETURN

Of course, it isn't obligatory to return a value from a function as we already know. In TABLE 6 there's a function that takes an integer and uses it to control the number of asterisks printed on screen.

That example also illustrates what can happen when you don't take time to provide sufficient error checking in a program. In coding parlance, the function isn't very robust, and can produce unforeseen results.

TABLE 6

```
void stars (number)
    int number;
    {
        int i;
         for
(i=1;i<=number;i++)
             printf(“*");
    }
```

Stars() will operate properly if passed a number such as five or six, but what would happen if a value of 0 was passed? Or a value of -1? You can try if you like, but I imagine you will end up waiting for a long time as an awful lot of stars are printed. (Homework : exactly how many stars will be printed? Hint: how is an integer stored internally?)

In TABLE 7 there is another version of the program, but this time with a built-in error check.

This time the function will return without doing anything, if the parameter is not in a suitable range. A still more advanced function would return two values – one for when the function operated correctly, another for when something has gone wrong. Sometimes different return values are used to indicate how exactly the function failed. Such values are known as 'error codes', and the difference they can make when debugging is amazing.

TABLE 7

```
void stars (number)
    int number;
    {
        int i;

        if (number<=0)
return;

        for (i=1;i<=num-
ber;i++)
             printf(“*");
    }
```

MULTIPLE INPUTS

When you need to pass more than one value into a function, you list the parameters as in TABLE 8, which calculates the sum of the three input numbers.

Example program 4 (see TABLE 8) also introduces another of those magic codes, this time %c which will print out an ASCII character on the screen. The ASCII character sets includes all the characters that can appear on screen, and uses a range from 0 to 255. A capital letter 'A' has a code 65, a zero has code 48 and so on.

TABLE 8

```
    int Summertime(a,b,c)
    int a,b,c;
    {
        return (a+b+c);
    }
```

The inputs need not be of the same type, as in this example below.

```
    /* Example program 4, different types */

    void types(a,b)
    int a;
    char b;
    {
        printf(“The integer has a value of:
%d\n",a);
        printf(“The character was: %c\n",b);
    }

    main()
    {
        int a=10;
        char b=42;
        types(a,b);
    }
```

HOMEWORK

Last month I left you with a program to write – a lift simulator. The problem was to make a lift travel up and down a four storey building (with a basement) using functions and loops to ease readability.

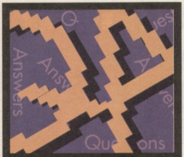
Here's my own solution, hopefully yours won't be too different.

```
    /* Lift simulator Homework solution */

    /* First define the functions used by the pro-
gram */

    void Going_up()
    /* Function that moves a lift up a building */
    {
        int floor;
        /* This variable is used only in this routine
– it's called a LOCAL variable, and its SCOPE is
limited to this function */

        printf(“Going up – mind the doors,
please!\n");
        for (floor=0;floor<=5;floor++)
        if (floor==0) printf(“Basement\n");
        else printf(“Floor: %d\n",floor);
    } /* end of going up function */

    void Going_down()
    /* Function that moves a lift down a building
*/
    {
        int floor;

        printf(“Going down – mind the doors,
please!\n");
        for (floor=5;floor>=0;floor—)
            if (floor==0) printf(“Basement\n");
            else printf(“Floor: %d\n",floor);
    }

    /* end of going down function */


    void main()
    /* The program proper */
    {
        int count;
        /* count is a variable to keep count of the
number of times the lift operates */

        printf(“Lift simulation starting.\n\n");

        for (count=1;count<=3;count++)
    {
            Going_up();
            Going_down();
    }

    printf(“Lift simulation finished.\n\n");

    } /* end of main() */
```

NEXT MONTH

That's all for another installment of this in-depth series. Hopefully now, C is beginning to look much simpler than it first seemed.

Next month John will be looking at arrays and structures, and how you can define your own variable types. If you have any questions or suggestions, please write to: John Kennedy, C for Beginners, CU Amiga, Priory Court, 30-32 Farringdon Lane, Farringdon, London EC1R 3AU.



If you're having trouble using your modem or don't know how to access your Workbench, then this is the section for you. Whatever the question, Mat Broomfield has the answer (and the inflated head).

A1200 INCOMPATIBILITIES

I have recently purchased an A1200 and I have a few questions regarding the machine:

1. A few of my software titles (such as *Jimmy White's Snooker*) won't work on the A1200. Is this because there is no Fast RAM present, or is it just incompatibility?

2. There were compatibility problems when the A500+ was released. Is it likely that we will see a ROM switcher for the A1200 which will fix the problems in the same way as it did on the earlier machine?

3. The expansion capacity of the A1200 lies in two directions: with PCMCIA cards or by using the trap-door underneath. What's the difference between the two? I know that one expands the 16-bit RAM, whilst the other gives 32-bit RAM.

4. Where can I buy memory expansions from? I've noticed that 4Mb PCMCIA cards cost about £200, but where is the CPU expansion that everyone refers to, and how much is it?

5. Once I've installed a full 6Mb of RAM, will I be able to play *Links* without having to buy a hard drive? I have heard that it can be installed into RAM, is this correct?

Ian Downs, Stevenage, Herts

1. A tiny fraction of compatibility problems are caused by the lack of Fast RAM, but because the A1200 has a significantly different architecture to earlier Amigas, games which were written outside Commmodore's programming guidelines (and even some that weren't) may no longer work.

2. Referring to my previous answer, because the new architecture of the A1200 is so different to any Amigas which have gone before, the chances of earlier Kickstart chips even being compatible are very low. I would say that there is unlikely to be a 2.0/3.0 ROM sharer available.

3. You can upto 8Mbs of RAM via the trapdoor expansion, of which 1Mb can be Chip RAM. The internal expansion uses 32-bit Chip RAM, the type of memory required for sound and graphics intensive operations.

Although I can find no reference to the fact that PCMCIA RAM is only 16 bits wide, you can add up to 8Mbs on a PCMCIA card, and any memory added in this way will be treated as Fast RAM.

Because the A1200 uses a 32-bit processor, it is capable of reading and writing 32 bits of information to RAM at a time. If you use 16-bit RAM, the processor can only transfer information half as quickly, therefore your computer will be slowed down by your memory expansion.

As there may be many exciting PCMCIA peripherals (such as modems and even hard drives) released in the near future, unless a PCMCIA sharer is released, I would think carefully before committing the only slot available to a memory expansion.

4. Internal RAM expansions are now available from Taurus and Calculus, but no prices are fixed yet. As for PCMCIA RAM, WTS sell 2 and 4Mb cards for £124 and £194 respectively. You can phone them on 0582 491949.

5. Most games that install to hard drive can also be temporarily installed to RAM providing you make the proper assignments. Of course, the game will be erased each time you turn the power off, unless you are using an S-RAM PCMCIA card.

I tested *Links* round at a friend's house and although the automatic installation program didn't work, I was able to perform the job manually by simply copying the required files to RAM. The game worked perfectly from RAM.

AMIGA GLOSSARY

I'm 10 years old and I have just bought an A600. I'm not well informed about Amigas, so could you please explain the meaning of the following terms: hard drive, megabyte, bit, RAM. What's the difference between 1Mb and 1Mb of RAM? Would you advise buying an external disk drive? Why?

Dylan Jones, Glandaff, Cardiff

A hard drive is a disk drive that has one or more high capacity disks built into it. The disks cannot be removed, and you can't add extra ones. However, they do let you load things from them at many times the rate of a floppy disk. Hard drives vary in the amount of information that they can hold, but the smallest of them (a 20MB unit) holds the equivalent of 22.5 floppy disks.

Megabyte is a unit of measurement used to describe memory or disk capacity. It comes from the term 'mega' meaning thousand, and 'byte', a unit of capacity equivalent to eight bits. In actual fact, because computers measure such things in powers of two (binary), a megabyte is equivalent to 1024 bytes.

A bit is the smallest unit of memory or disk storage capacity. It takes eight bits to store one character (a number, letter or punctuation) of information.

RAM stands for Random Access Memory, and it basically refers to the Amiga's electronic storage space. You can put things into RAM yourself, or whenever you load a program it will be automatically put into RAM. The contents of RAM are lost when you turn the power off, so if there's anything important there, you should copy it off onto a disk first.

In the same way that you might refer to a car as a 1600 instead of using its full title of 1600cc Ford Escort, 1Mb is simply an abbreviation of 1Mb of RAM. Incidentally, Mb is an abbreviation of megabyte.

For most people, an external disk drive is worth its weight in gold, and I would strongly recommend buying one if you have some spare money. When you have two disk drives, operations such as copying files from one disk to another, or even copying disks, are made much easier because you can simply place one disk in each drive. Also, many games, and just about all serious programs that come on more than one disk, can use two drives. In short, two drives can save you a lot of arm work, and will even speed up some of the things that you will want to do.

MIDI SEQUENCERS

I have been an Amiga user for quite some time, and I have recently acquired a Yamaha PSR 40 keyboard, which is MIDI compatible. Can you please suggest some software which will enable me to play a tune on my keyboard then store it in my Amiga for later alteration before playing it back out of the keyboard suitably enhanced?

Do I need any other hardware?

Robert Cordell, Dover College, Kent

There are many MIDI packages (sequencers as they are properly called), and the one you choose depends on the size of your wallet, and the sort of sophistication you are looking for.

At the lower end of the market, *Sequencer One* is a great 'fun' package which will let you play then modify your music. However, it doesn't have a massively high timing resolution, so if you're hoping to write music for the movies, then this is not suitable. Nor is it particularly comprehensive as far as editing your music goes.

At the top end of the scale, *Dr T's KCS* is a well respected professional sequencer, but try as I might, I just can't seem to take to it. However, in terms of flexibility, it does seem to do it all, and then some.

Only slightly less comprehensive is *Bars and Pipes Professional*. I've been using this package a lot over recent months, and although I hated it at first, its user-friendliness and flexibility have won me over.

You can play music in real-time on *OctaMED Pro* but, unfortunately, the resolution is so low that any subtle nuances, especially in terms of triplet timing, will be totally lost. Nevertheless, at only £20, it's certainly the cheapest package on offer, and is extremely impressive if you only use it for step-time composing.

As for additional hardware, you'll need a MIDI interface and leads. Datel sell them starting at about £20. You can contact Datel on 0782 744707.

UPGRADE OR TRADE-UP?

After reading your article on the new A1200, I decided that it was for me. However, after sitting down and reading an article about SSL's A5000 accelerator board, I thought that expanding my present set-up (A500 revision 5, 1Mb RAM and an external disk drive) to A600/1200 specifications, if possible, might be a better idea.

I would like to know if it's possible to get Workbench 3 to run on an A500 and whether this option is viable – should I upgrade or trade-up?
C.Welfare, Berkshire

In the first place, the A600 and the A1200 are extremely different from each other, even though there may seem to be many similarities.

Probably the most significant differences between them is the fact that the A1200 incorporates the AGA (Advanced Graphics Architecture) chips which provide a whole host of new screen modes. There is simply no way that an existing A500 could be upgraded to emulate this at a reasonable price. Also, the A1200 comes with a 68020 accelerator as standard, but it's not even possible to add an '020 accelerator to the 600 at the moment.

Bearing this in mind, many of the new Workbench 3.0 features are geared to handling the new operating system and graphics modes, so even if you could run it on an A500, it wouldn't be doing all that it was designed to do. Like you, I too have been considering buying a 1200, but – and this is just my opinion – I suspect that we'll be hearing more from Commodore over the next year, so I'm going to wait and see what develops.

I would suggest that there's no way you would want to invest lots of money in your current Amiga (which is basically 'old technology' now), especially if you're only going to sell it in a few months. Either buy an A1200 or wait!

PUBLISH OR BE DAMNED

I have recently compiled an Amiga mag of my own and sold copies of it to my friends. They all loved it but said that it would be better if it were in colour, reviewed more up-to-date software and had a 'Things to Come' column.

As I can't nip down to the shops and buy every new title that comes out, I have to make do with the stuff that I already have. As for the 'Things to Come' column, what shall I do? Should I phone up the software companies and ask them about their ideas for games and screen shots? On the subject of screen shots, how do I do that? What software do I use to operate this facility? I am aware of the fact that I need the publisher's permission to do it, but how? As for the colour part, I can't afford to publish my mag professionally, so I have to make do with a standard B&W photocopier.
B. Radclyffem, Chesham Bois, Bucks

You've discovered the greatest problem in publishing a software magazine – getting hold of the software. As a major magazine, companies usually come to us with it, but they are likely to be reluctant to give it away to such a small concern as yours. Perhaps if you sent them sample issues of your magazine they might take you seriously. Some companies like to support enterprises such as yours, and if you wrote and explained the situation there's a slim chance that some of them may supply you with review material.

It's more likely that they will provide you with screen-shots and perhaps even mini-reviews of their forthcoming titles, after all it's a bit of free advertising for them. I suggest that you write to some companies to find out.

As for grabbing screen shots, there are lots of public domain screen grabbers such as (Screen X) available. These will let you grab most things that load via Amiga DOS or Workbench. If you're trying to grab game screens, you'll probably need to use an Action Replay cartridge, and even this won't let you grab everything. Games which feature vector graphics, or use copper routines, or have been written in AMOS almost certainly cannot be grabbed. At CU we use a variety of methods, but one of these is to grab the video signal in real time. Unfortunately, the equipment to do this costs a great deal of cash, and only works with an Apple Mac! Or you could use *Vido* or *V-Lab* and a second Amiga.

You can buy a colour printer for less than £200, and it doesn't take a lot of colour to brighten up a page – a headline here, a screen shot there, but it would cost much more to photocopy it.

Anyway, we all wish you the best of luck with your future efforts.

D-PAINT DOESN'T PRINT

My problem sounds like a simple one but, nevertheless, it's causing a lot of headaches. I have an A600HD, on which I am running *Deluxe Paint III* and a Star 24-200 colour printer.

Before printing a D-Paint image I change the background colour to white with the hope that the background will remain blank on the printed version. As I press the right mouse button to get to the menu for printing, the background colour changes to tan, and that's the colour it prints.

What's puzzling is that it occasionally seems to work okay, i.e. the background colour stays white and prints white.

I've spent hours trying to find out how it happens, and trying to duplicate the effect but to no avail. I hope that you can save an old man's sanity by solving this problem. If not, could you please tell me how to contact the people from *D-Paint*?
Leo W. Carney, Banbury, Oxon

I have to start by saying that I'm extremely sceptical that the printing problems you're experiencing are caused in the way that you describe. Let me explain why.

In 32 colour screen mode, the Amiga only has a single set of 32 colours with which to display all screen images, including menus. When you are using *D-Paint*, the colours of the paint tools, etc. change as you alter the colours in your palette. Sometimes, it's even possible to choose colours which make it impossible to see the paint tools at all. Now this can be bad enough, but obviously it would be ridiculous if, due to palette changes you've made, you couldn't see the menus to save or print your pictures. For this reason, when you press the right mouse button to select the menu, *D-Paint* temporarily resets certain colours in the palette to its own defaults, which allows you to read the menus clearly.

In 32 colour mode, the colours of the palette are arranged in four strips of eight colours. Counting from left to right and top to bottom, colours 1, 2, 3, 4, 31 and 32 are all reset. However, it is colour two which turns tan (and seems to control the backgrounds in your case). Although the screen colours have changed, *D-Paint* still 'remembers' what colour these registers should really be, and this is proven by the fact that when you release the right mouse button, the screen reverts to its previous colours, as specified by you.

If this is what happens, then it would seem to me that your copy of *D-Paint* is not at fault, and it's the way that you are using the program that is the problem (unless your printer is selectively colour blind!).

Nevertheless, a temporary solution to your problem is never to fill your backgrounds using colour 2.

I would suggest that the more likely cause of your trouble is the fact that you are actually filling the screen with a colour which may appear to be white, but which is actually a very pale shade of yellow. As the printer amplifies the intensity of pale colours when printed, this may be the only time that you become aware of the problem.

Before printing, make sure that the cursor is on the main screen then press P to call up the palette requester. Now click on colour 2 and look at the RGB sliders. All three of them should be set to 15 (as high as they will go). If they're not, move them there then click OK and go and print as normal. Hopefully this will solve your problem, but if it doesn't you can contact Electronic Arts (*D-Paint's* publisher) on 0753 549442.

CONFUSING TERMS

After reading your December issue, I have a few questions to put to you:

What do the following acronyms stand for: PAL, HAM, HAM-E, NTSC, IFF, ILBM, EHB?

Is it possible to add an accelerator to my A500 so that I can play *Wing Commander*, or is that only viable on an A600?
Pete Jewell, Chelmsford, Essex

PAL stands for Phase Alternation Line system, and it describes the display system used in European television.

HAM stands for Hold and Modify, a special graphics mode on the Amiga whereby the colours of adjacent pixels on the screen are calculated by 'freezing' (holding) two of the three RGB registers of each pixel and modifying the third. This allows you to have 4096 colours on the screen at once, but can lead to colour distortion known as 'fringing'.

HAM-E stands for Hold And Modify-Extended. It was a graphics system developed by Black Belt Systems, who mysteriously stopped selling the boards for no apparent reason. It allowed you to display 256,000 colours from a palette of 16.8 million on the screen at once.

NTSC stands for National Television Standards Committee, but because of its poor quality, it's sometimes jokingly said to stand for Never Twice the Same Colour! It's the television and video standard used in America and some other countries and has less screen lines than the European PAL system.

IFF stands for Interchange File Format and it was a universal file format developed by Electronic Arts in the Amiga's earliest days. By ensuring that files conform to this standard, maximum compatibility can be kept when loading them into software programs other than the ones that they were created on.

ILBM stands for InterLeaved Bit-Map. It's a standard type of IFF screen, such as those created on *D-Paint* or *Photon Paint*.

EHB stands for Extra Half-Brite (*sic.*). Yet

COLOUR KITS FOR MONO PRINTERS

Ever wished you'd bought a colour printer instead of a mono one? Wouldn't it be nice to print out Deluxe Paint pictures in colour? Now you can with "FlexiColour Kits". FlexiColour kits come complete with everything you need to print in colour, including ribbons and superb software. The colour kit is simple to fit and use, will not affect your guarantee and prints AS GOOD AS A COLOUR PRINTER. If your printer is not listed below please phone. FlexiColour kits for Star LC10, LC20, all Star 24 pin. Panasonic 1080/81, 1123/1124. Epson FX80, FX100, LQ400, LQ800 etc. Citizen 120D, 120D+, NEC P6, P6+, Seikosha SP800, 1900, 2000. COMPLETE KIT £39.95

FLEXIDUMP 2

★ Total COLOUR CONTROL (for all dot matrix colour printers)
★ Select area to print
★ Select size to be printed
★ Balance control for enhancing dark pics IFF or HAM
★ Now includes new feature to insert colour pics into word processor documents
★ Page control ★ Colour sieve ★ Ink correction
★ Pattern rotate ★ Dot pattern control
★ Automatic poster mode for larger than A4
★ Production Graphic/text labels/letterheads
★ Multiple copies control
★ Import larger than screen size files and use Flexidump to reduce (produces superb letterheads)
★ Gamma correction (fully adjustable and savable)
★ Colour/mono catalogue function. Will print a mini picture (size selectable) of a complete disc (sorted alphabetically) including titles
★ Ideal for T-shirt printing. Drives a wide range of Colour and mono printers Star LC10, LC20, LC200 Citizen Swift, NEC and many more. **£39.95**

"Consider it to be as important as your power cable" (CU Amiga, November '92)

FLEXIDUMP 2 BUBBLE JET

PRINT FULL COLOUR ON YOUR BUBBLE JET PRINTER
All the features of FLEXIDUMP 2 including AUTO COLOUR SEPARATION.
Laser quality colour graphics. Flexidump 2 bubble jet **£39.95**

UPGRADE FROM FLEXIDUMP TO FLEXIDUMP 2 £11.75 inc. RETURN MASTER

COLOUR RIBBONS

COLOUR RIBBONS can be "reloaded" with a new ribbon loop this is simple to do and is cost effective. Comes with full instructions.
Star LC200 9pin 4 col reload **£5.99** or pack of 5 **£23.95**
Star LC200 24pin 4 col reload **£6.99** or pack of 5 **£29.95**
Citizen Swift 4 col reload **£6.99** or pack of 5 **£29.95**
Star LC200 9pin reink **£9.95** a bottle
Panasonic 1080/81/1123/1124 in reink **£9.95** a bottle
10 Star LC10 black reloads **£14.95**
5 Star 24 pin black reloads **£11.95**
5 Seikosha SP800/1000/1600/2000 **£11.95**

HP DESKJET/CANON BJ REFILLS

"Care 6-pack" will refill HP 51608A cartridge 6 times; the HP51626A high capacity 3 times; and the Canon BC-01 6 times. Please state type when ordering. **6 Black refills only £19.99.**

T-SHIRT PRINTING RIBBONS

T-SHIRT PRINTING RIBBONS print on to paper iron on your T-shirt
4 col T-SHIRT ribbon for CITIZEN SWIFT £29.95 reload £14.95
4 col T-SHIRT ribbons for STAR 24 pin £29.95 reload £14.95
4 col T-SHIRT ribbon for STAR LC200 9 pin £19.95 reload £12.95
4 col T-SHIRT ribbon STAR LC10 £14.95. Single colour BLACK for STAR LC10 £9.95, STAR 24 pin £11.95, CITIZEN 120D/SWIFT £9.95 PANASONIC KXP/1080/81/1124 black only £11.95, EPSON LX80 £9.95 FX80, FX100, LQ400. LQ800 £9.95 many colours and types available.

How to order cheque/PO made payable to CARE ELECTRONICS or use Access/Visa
Care Electronics 15 Holland Gardens, Garston, Watford, Herts WD2 6JN
Tel: 0923 894064 or Fax: 0923 672102 all prices include VAT & CARRIAGE

WE ARE OPEN ALL HOURS

9am-10pm Mon-Sat
10am-6pm Sun

HARDWARE

A600 + Joystick + mouse mat	£294.00
A500 Plus & Software	£349.00
A1500 & Software	£565.00
1084S Monitor	£199.00
GVP series 2, Hard drive 52 Meg	£350.00
1 Meg sims	£20.00

Phone for 2000 & 3000 prices.

ACCESSORIES

Amiga Int drive	£49.00
Cumana Ext drive	£54.00
Zydec Ext drive	£51.00
512K upgrade with clock	£19.00
512K upgrade no clock	£17.00
1.5 Meg upgrade with clock	£79.00
1 Meg Amiga plus upgrade	£37.00
1 Meg Amiga 600 upgrade	£48.00
8 Meg fast ram, 4 Meg populated	£169.00

PRINTERS

Star LC-20	£128.00
Star LC 24-20	£195.00
Star LC 100 Colour *new	£165.00
Star LC200 Colour	£189.00
Star LC-24-200 Colour	£269.00

JOYSTICKS

Quickshot II	£6.50
Python Micro Switched	£8.00
Speedking Autofire	£10.50
Competition Pro 5000 Black	£11.90
Maverick Autofire	£12.95
Zipstick Autofire	£12.95
Intruder	£21.50
Aviator Flight Sim	£23.50
Jet Fighter	£12.99

DISKS with labels

Unbranded Bulk 100% Certified

3.5" DSDD	37p each
3.5" Rainbow	44p each
3.5" DSHD	58p each
5.25" DSDD	28p each

Branded Disks

3.5" DSDD	52p each
3.5" Labels per roll of 1,000	£6.50
3.5" Tractor feed per 1,000	£8.50

Please phone for bulk purchase discounts

STORAGE BOXES

10 capacity	£0.95
NEW 200 Cap box stackable/lockable	£16.50
50 capacity lockable	£3.95
100 capacity lockable	£4.50
80 cap Banx stackable/lockable	£7.99
150 cap Posso stackable/lockable	£15.00
200 cap stackable/lockable	£18.99

Most of the above available in 3.5" and 5.25"

LOOK! LOOK! LOOK!

TRACTOR FEED DISK LABELS
500 plain white labels & software to print your own professional labels
Only £9.95
SPECIAL OFFER
1000 labels with software **£13.50**

MISCELLANEOUS

Mousehouse	£1.60
Mouse Mat	£2.50
Disk Drive Cleaner	£1.80
Amiga Dust Cover	£3.50
Monitor Dust Cover	£3.50
Mouse/Joystick Auto Shift	£12.95
Amiga Light Pen & Software	£32.00
Optical Mouse	£32.00
Squik Mouse	£12.50
Naksha Mouse & Accessories	£22.00
Zy-Fi Amplifier & Speakers	£37.95
Thumb & Finger Trackerball	£19.99
Crystal Trackball	£32.00
Action Replay Mark III	£57.00
Techno Sound Turbo Sampler	£32.00
2 Piece Printer Stand with tray	£5.70
Midi Master	£26.00
Wordworth 1.1	£77.50
Tilt/Turn Monitor Stand	£8.50

Orders by phone or post to:
DIRECT COMPUTER SUPPLIES
0782 - 311471 Anytime
0782 - 642497 9am - 5.30pm week
0630 - 653193 Evening/Weekend

54 Spring Road,
Longton,
Stoke-on-Trent,
Staffs ST3 2PX

Prices include VAT
Postage please add £3.30
We accept cheques/ P.O.'s/Visa/Access

another screen format, this time one that gives you 64 colours by halving the brightness of the colours in the main 32 colour palette. Change a colour in the main palette and its Half Brite 'twin' also changes accordingly.

Incidentally, as from the February issue, we have been including jargon boxes in each technical review. We hope that you find them useful.

There's no way, as yet, to add an accelerator to an A600. Fortunately, there's no problem on your A500 as SSL manufacture an internal card. However, as Wing Commander is slow even on an Amiga with a 68030 accelerator, I would suggest that you seriously reconsider such an expensive purchase if that's the only reason you're buying it.

DISK DUMBO

Please can you tell me why some software (such as *Armourgeddon* from Psygnosis) keeps the disk drive running while you have to change disks? I have always been told to make sure that the disk drive light is OFF before inserting or removing disks!

Also, why is it that certain games, such as *Alien Breed*, will work on my cousin's A500, but not on mine? Is it because he has one of Commodore's ridiculously over-priced A501 RAM expansions? I have 1Mb also.

Jon 'no H' Abbey, Stevenage, Herts

Nope! Don't have the slightest clue why some software makes you change disks with the drive light on, but I can tell you this much: it drives me absolutely bloody crazy! What is the point of Commodore telling people NOT to change disks whilst the light is on, if certain thoughtless software programmers force you to break the rule? Is it any wonder that we're all so confused? I think they should be strung up by their assemblers until they promise not to teach people bad habits. And don't go whining on about copy protection either. I draw the line at copy protection that can potentially damage my drives! Also, what is the point of having two disk drives if the software doesn't use it?

I got so wound up writing this reply that I phoned Psygnosis to have a moan and, to their credit, they apologised for what they conceded was a stupid way of doing things and said that none of their future games would use this type of disk change. They also promised to use two drives if you have them. Hurrah for Psygnosis!

As for *Alien Breed*, it's certainly not because of his A501 expansion. Does he have an A500+ and you don't, or vice versa? Do you have extra drives plugged in? Do you have the same revision of mother board? Are your drive heads dirty? Are they out of alignment (don't know how that could happen, eh?!!).

PROXIMITY PROBLEMS

I have had my Amiga 500 for over a year and have begun adding things to it, such as a printer, external drives, etc. At the moment I have additional electrical equipment, such as an air purifier plugged into other sockets around the room, but as I now need the sockets, I was going to plug it into the same one as my computer. I'm not sure if this would interfere with the computer in any way.

Can you please tell me what non-computer equipment I should not place near my computer?

T. Kent, Crewe, Cheshire

Jolly good question! If, by air purifier, you're referring to an ioniser, then it will actually have positive effects if placed near your computer. A TV or monitor produces charged ions which can dry the air excessively and can lead to headaches and sore eyes. Ionisers can counteract these effects, so go ahead.

As for things that you should not place near your computer, there are two major categories to watch out for. You should not place anything nearby that produces a lot of humidity, such as an humidifier, fridges or a paraffin or gas stove. Obviously, the damp can condense inside the computer and cause damage.

Secondly, you shouldn't have anything too near which generates strong magnetic or electrical fields. Speakers are prime offenders, but amplifiers and 'phones can also cause problems. Magnetic fields can damage TVs and monitors, erase disks and may even affect the way that the computer functions in extreme cases.

It's also worth noting that the computer can interfere with other electrical appliances, particularly radios and televisions. This can manifest itself as excessive channel interference, and it may even prevent you from tuning in at all.

MOODY A1200?

After reading and hearing all the hype about Commodore's new 'Super Amiga' (the A1200), I put my trusty old A500 up for sale and rushed down to Dixons and bought the last A1200 left in the shop. I've since been informed by a friend that my new Amiga is not an official A1200, because Commodore's official launch date is February 1993, and these official machines will feature a 'RISC' chip, which I've been told is not present in my machine. This has made me very disappointed, and leads me to wonder if Commodore are stabbing themselves and their customers in the back like they did with the 500+ and the 600?

I was also disappointed that Commodore left out the DSP chip and the high quality drive. They've missed out on some real opportunities to beat Atari's Falcon hands down on all counts. I have been led to believe that because of the A1200's up-chipability, there may be third party DSP chips coupled with faster CPUs ('030s, '040s and beyond) which can be plugged in via the trap door. I have also heard that third party 1.7Mb drives that are equally at home with standard and high density disks are on their way. Can you answer my queries and put my mind at rest?

Simon Kelly, Liverpool

I don't know what constitutes an 'official' release, but the machine you bought was deliberately released by Commodore and wasn't a 'grey' import, so surely that's as official as it gets?

I suspect that you're worrying about the numerous rumours which are circulating about the future of Commodore's range. I believe there was speculation about the arrival of a RISC-based (Reduced Instruction Set Chip) Amiga, but I don't think you need worry about it in the immediate future. Some people also voiced their opinion that the A1200 and indeed the A4000, were 'stop-gap' machines, released purely to quell people's demands for a new Amiga, and perhaps even to keep Commodore in contention with Atari's Falcon. Whether or not this is true one can only guess, but judging from comments made by Commodore themselves, it certainly sounds as if there will be continued development and enhancements on the new range of Amigas. Whether these enhancements will be added to the A1200 and A4000, or will manifest themselves as entirely new machines (yet again) one can only guess. It's my suspicion that there will be a little bit of both.

As for the lack of a DSP (Digital Sound Processor) chip, this was one of the points that raised the most disappointment amongst software developers, and it looks as though Commodore will be remedying this at some stage in the not too distant future.

The inclusion of a higher specification of processor and internal drive are yet more contentious points, but I feel that the inclusion of these items would have pushed the price beyond the means of the ordinary home-user that Commodore hopes to target. I seriously doubt that any of these upgrades will be available in the form of trap-door expansions, although there's no reason why they should not be available as internal cards, etc.

There are already high density Amiga drives available, and there has been for a couple of years. However, I gather they didn't sell particularly well which may account for the fact that they are not well publicised.

SCREEN FLICKER

I have an A500 Plus with 1.5Mbs of RAM and I currently use it with colour TV. When I initially load games (such as *Jaguar XJ220*), they are fine, but after about 15 minutes the screen begins to flicker, and this becomes increasingly pronounced as time goes by. Would a monitor solve this problem, or is the computer at fault? What can be done?

Graham Shorter, Knaresborough, North Yorks

You didn't say whether or not you were connecting your computer via a SCART lead, or simply plugging into the RF (aerial) output on the TV. If you are using a SCART lead and you're sure that it's plugged in securely at both ends, then there's definitely a problem with your computer.

If you're connecting via a modulator, have you tried watching normal TV for 20 minutes or so just to ensure it's not the tuning or the TV tubes that's at fault? If the effect still persists, then your computer needs repairing. The fact that it occurs when playing *Jaguar XJ220* indicates that the problem is not due to the screen resolution, in other words you're not suffering from standard Interlace flicker.

A monitor will not improve the situation in this case, but if you can afford one, it will greatly enhance your viewing enjoyment. Graphics which were previously muddy and indistinct will become crystal clear. I'm very fond of the Commodore 1084S and I use two of them.

A1200 COMPATIBILITY

I've decided to trade in my trusty A500 for an A1200. Having owned my 500 for some time, I've purchased a considerable amount of hardware. I own a Techno-Plus AmiRAM 100 half meg upgrade, a Power Computing PC880B external drive, a Star LC200 colour printer and an Action Replay Mark II.

Could you possibly tell me if these extras are compatible with the A1200?

Neil Hewitt, Staple Hill, Bristol

Your Action Replay will definitely not work, your RAM almost certainly won't and your drive and printer should be fine.

SOFTWARE CITY

P.O. BOX NO.888 Wolverhampton WV1 1TP

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

Registered Office: I.J.A. Software Limited 2nd Floor Offices Hampton Walk Queens Street Wolverhampton WV1 1TQ

AMIGA GAMES

GAME		PRICE
1st Division Manager		7.99
3-D Construction Kit 2		34.99
A-Train	(New)	24.99
Addams Family		17.99
Air Force Commander	(New)	21.50
Alien Breed '92		9.99
Another World		17.99
Arcade Fruit Machine		7.99
Bard's Construction	(New)	21.50
Bard's Tale Trilogy	(New)	24.99
Bat 2		24.99
Battlehawks 1942		14.99
BC Kid		17.99
Beast 3		21.50
Biff	(New)	7.99
Bignose The Caveman		7.99
Bridge Player 2150		21.50
Bubble Dizzy		7.99
Campaign		21.50
Captain Dynamo		7.99
Captive	(New Price)	14.99
Carl Lewis Challenge		17.99
Carnage	(New)	7.99
Carrier Command	(New Price)	9.99
Castles		21.50
Castles Data Disk		12.99
Championship Manager		17.99
Chaos Engine	(New)	17.99
Che - Guerilla In Bolivia (C.C.S.)		17.99
Chessmaster 2100	(New Price)	14.99
Chuck Rock	(New Price)	12.99
Civilisation		24.99
Cohort 2	(New)	21.50
Cool World		17.99
C.J. In the U.S.A.		7.99
Creepers	(New)	21.50
Cricket Captain	(New Price)	9.99
Crystal Kingdom Dizzy	(New)	13.99
Curse Of Enchantia		24.99
Daily Double Horse Racing		7.99
Dalek Attack		14.99
Darkmere	(New)	21.50
Dark Seed		24.99
Deluxe Strip Poker 2(1Meg)	(SPOffer)	7.99
Dizzy Prince of The Yolk folk		7.99
Dragon'sLair 3		24.99
Dreadnoughts		24.99
Dungeon Master/Chaos Strikes Back		21.50
Emlyn Hughes Int Soccer		7.99
Euro Soccer	(New)	17.99
European Super League		9.99
Exile	(Sp Offer)	9.99
Exodus 3010	(New)	21.50
Eye Of The Beholder		21.50
Eye Of The Beholder 2 (1 meg)		24.99
F16 Combat Pilot		9.99
Falcon		14.99
Falcon Op CounterStrike (Data Disk)		9.99
Falcon Operation Firefight (Data Disc)		9.99
Fire & Ice		17.99
Fireforce		17.99
Flight of theIntruder		14.99
Floor 13		21.50
Football Director 2		9.99
Football Manager 3	(New)	17.99
Formula 1 Grand Prix (Microprose)		24.99
Free D.C	(New)	18.99
Frontline (C.C.S.)		17.99
Future Wars	(New Price)	12.99
Fuzzball	(NewPrice)	7.99
Games Espana '92		21.50
Gazza's Super Soccer	(New Price)	9.99
Golden Axe		9.99
Graham Taylor's Soccer		17.99
Grand Prix (Microprose)		24.99
Hagar The Horrible	(New)	17.99
Hand of St James	(New)	21.50
Harlequin	(Sp Offer)	9.99
Harpoon Version 1.21		24.99
Harpoon Battleset 3 or 4		10.99
Hudson Hawk	(New Price)	7.99
Humans	(New)	21.50
Ian Bothams Cricket		21.50
Indiana Jones Fate Of Atlantis (Action)		17.99
Indiana Jones Fate Of Atlantis (Adv.)		25.99
Indiana Jones Last Crusade (Adventure)		14.99
Italia 1990		9.99
Jack Nicklaus Golf	(New Price)	7.99
Jack Nicklaus Unlimited Courses(1 meg)		21.50
Jack Nicklaus Unlimited Clip Art		10.99
Jack Nicklaus Vol 2 or 4 or 5		10.99
James Pond		7.99
Jimmy White's Whirlwind Snooker		21.50
Joe and Mac Caveman Ninja		17.99
John Madden's Amercan Football		17.99
Jones In The Fast Lane	(New)	24.99
Kaiser	(New)	17.99
Kind words 3		34.99
GAME		**PRICE**
Kings Quest 5		27.99
Knightmare + Hint Book		21.50
Kryandia		24.99
Last Ninja 3	(New Price)	9.99
Legend + Hint Book		21.50
Legends Of Valour		25.99
Leisure Suit Larry 5		24.99
Lemmings& + Data Disc		21.50
Lethal Weapon	(New)	17.99
Life And Death	(New Price)	14.99
Links (requires Hard Disc Drive		24.99
Links Firestone (HD)		12.99
Lombard R.A.C Rally		7.99
Lotus Espirit		9.99
Lotus Espirit Turbo Challenge 2		17.99
Lotus 3 The Ultimate Challenge		17.99
Lost Treasures Of Infocom	(New)	31.99
Lure of the Temptress		21.50
Magic Maths(4-8)	(School soft)	17.99
Magic Worlds	(New)	17.99
Man United		9.99
The Manager		21.50
Match of The Day		17.99
Mega Fortress		21.50
Megatraveller 2		21.50
Microprose Golf		24.99
Midnight Resistance		7.99
Monkey Island		17.99
Monkey Island 2 (Le Chucks Revenge)		25.99
Motorhead	(New)	10.99
New Zealand Story		7.99
Nick Faldo'sChampionship Golf (New)		17.99
Nigel Mansell's World Championship		21.50
No Greater Glory (US Gold/SSI		24.99
No Second Prize	(New)	17.99
Nova 9	(New)	24.99
Oh No More Lemmings(Stand Alone)		17.99
Omar Sharifs Bridge		24.99
Oriental Games	(NewPrice)	9.99
P.G.A Tour Golf		17.99
P.G.A. courses Data Disc		10.99
P.G.A. Golf + Courses Disc		21.50
Paperboy 2	(Sp Offer)	7.99
Perfect General		24.99
Perfect General Data Disc		14.99
Pictionary	(New Price)	7.99
Pinball Fantasies		21.50
Pinball Magic	(New Price)	9.99
Pipemania	(New Price)	9.99
Piracy		21.50
Pitfighter	(New Price)	7.99
Plan 9 Outer Space	(New)	24.99
Police Quest 3		24.99
Pool (Archer Mcleans)		17.99
Populous		9.99
Populous / Sim City		21.50
Populous 2 (1/2 or 1 meg)		21.50
Postman Pat 3		7.99
Prehistorik	(New Price)	9.99
Premier Manager		17.99
Premiere		21.50
Prince Of Persia	(New Price)	7.99
Prophecy	(New)	21.50
Prophecy Of The Shadow	(New)	22.99
Putty		17.99
Railroad Tycoon		24.99
Rainbow Islands		7.99
Road Rash		17.99
Robocop 2	(New Price)	7.99
Rome A.D. '92	(New)	21.50
Rugby Coach		9.99
RVF Honda	(New Price)	9.99
Scrabble	(New)	18.99
Secret Of Monkey Island (1 Meg) 1		7.99
Secret Pf Monkey Island 2 (1 Meg)		25.99
Sensible Soccer 92/93 (New Version)		17.99
Shadoworlds		17.99
Shoe People	(New Price)	7.99
Shoot 'Em Up Construction Kit		9.99
Shuttle		21.50
Silent Service 2		24.99
Sim City / Populous		21.50
Sim City/Terrain Editor/Arch1	(New)	24.99
Sim City Architecture 1		11.99
Sim City Architecture 2		11.99
Sim Earth		24.99
Space Crusade		17.99
Spellbound Dizzy		7.99
Stalingrad (C.C.S.)		17.99
Starglider 2	(New Price)	9.99
Steve Davis Snooker		9.99
Streetfighter	(New Price)	9.99
Street Fighter 2		18.99
Striker Manager	(New Price)	3.99
Super Cars 2		9.99
Super Barbarian	(New)	17.99
GAME		**PRICE**
Super Cauldron	(New)	17.99
Super Hero	(New)	21.50
Super Monaco G.P		9.99
Switchblade 2		9.99
Sword Of Honour	(New)	17.99
Tag Wrestling		7.99
Tearaway Thomas	(New)	17.99
Tetris	(Special Offer)	9.99
Thomas The Tank Engine		7.99
Traders	(New)	17.99
Trivial Pursuit	(New Price)	7.99
Trolls		17.99
Turrican 1 or 2		7.99
Turtles 2	(Sp Offer)	12.99
TV Sports Football(Not + Compatible)		3.99
Ugh		17.99
Ultima 6		21.50
Ultimate Golf		9.99
Universial Monsters	(New)	17.99
Warriors of Releyne	(New)	21.50
Waxworks		24.99
Ween		21.50
Wing Commander		24.99
Wizkid		17.99
World Championship Boxing Manager		7.99
World Class Leaderboard (LTD Edition)		9.99
World Class Rugby	(Special Offer)	9.99
World Cricket		7.99
W.W.F. 2(European Rampage)		17.99
Zak McKracken	(New Price)	12.99
Zool(**A500+, A600 or A1200**)		17.99

EDUCATIONAL SOFTWARE

ADI English (11-12 or 12-13)	17.99
ADI Maths (11-12 or 12-13)	17.99
Better Maths (12-16) (School Soft)	17.99
Better Spelling (8-14) (School Soft)	17.99
Fun School 2 (U6 or 6-8 Or 8+)	7.99
Fun School 4 (U5 or 5-7 or 7-11)	17.99
Junior Typist (5-10) (School Soft)	14.99
Magic Maths (4-8) (School Soft)	17.99
Paint 'n' Create	17.99
Spelling Fair	17.99
The Three Bears (5-10) (School Soft)	17.99

3.5" Double Sided, Double Density With Labels:- 1	0.59
10	5.50
25	12.50
40 Piece 3.5 Disc Box	6.99
80 Piece 3.5 Disc Box	7.99
120 Piece 3.5 Disc Box	9.99
MOUSE MAT	2.99
AMIGA A500 DUST COVER	9.99
AMIGA A600 DUST COVER	9.99
AMIGA 1/2 MEG EXPANSION WITH OR WITHOUT CLOCK	29.99
AMIGA A600 1 MEG EXPANSION WITH CLOCK	59.99
AMIGA A500+ 1 MEGABYTE EXPANSION	44.99

AMIGA COMPILATIONS

☆ SPORTS MASTERS ☆
P.G.A Tour Golf,Indianapolis 500, Advantage Tennis & Euro Championship
21.50

☆ AIR AND SEA SUPREMACY ☆
Sjlent Service, Gunship, Wings, Carrier Command & P47 Thunderbolt
£21.50

☆ SUPERFIGHTER ☆
Pitfighter, WWF Wrestling & Final Fight
£17.99

☆ DIZZY COLLECTION ☆
Fast Food, Kwik Snax, Magicland Dizzy, Fantasy World Dizzy & Treasure Island Dizzy.
£17.99

☆ DIZZY'S EXCELLENT ADVENTURE ☆
Spellbound Dizzy, Bubble Dizzy, Dizzy Prince of the Yolk Folk, Panic Dizzy & Kwik Snax
£17.99

☆ THE DREAM TEAM ☆
The Simpsons, WWF Wrestlemania & Terminator 2
£17.99

☆ FANTASTIC WORLDS ☆
Realms, Pirates, Wonderland, Populous & Mega-Lo-Mania
£24.99

☆ STRATEGY MASTERS ☆
Populous, Spirit Of Excalibur, Chess Player 2150, Hunter & Battle Master
£22.99

☆ SUPER ALLSTARS ☆
Steg, C.J. In The U.S.A., Captain Dynamo, Adventures Of Robin Hood & Magicland Dizzy
£17.99

☆ MEGA SPORTS ☆
Summer Games 1& 2, Winter Games, Games Summer Edition & California Games
£17.99

☆ THE R.T. SMITHCOMPENDIUM ☆
Vulcan, Ancient Battles & Arnhem
£19.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to SOFTWARE CITY,P.O. Box 888 Wolverhampton, WV1 1TP

ORDER FORM

NAME: ....

ADDRESS..

POSTCODE.,.................................. TEL NO:..................................

Name of Game	Computer	Value

Postage	
TOTAL	

POSTAGE RATES: Please add 50p for post & packing on all orders under £5.
EEC countries add £1 per item.Non EEC countries add £4 Per Item
PAYING BY CHEQUE - Cheques payable to Software City.
Credit Card Type Expiry Date
Card No..
Signature..EUROPEAN ORDERS, MASTER CARDS,
Date..EUROCARDS ACCEPTED..............................CU 03/93

FRIEND OR FOE?

A sequencer can be your best friend, but it can also be your worst enemy. Tony Horgan wonders whether powerful has to mean complex.

There I was, walking down the street, mentally composing the greatest techno tune in the history of man, when I got the urge to rush home and knock it out for real. With killer beats and basslines flowing into my imagination, I hurried to get back while the music was still going round my head. Half an hour later, once all the relevant leads and little black boxes had been hooked up and plugged in, I found my acid epic had turned into the theme from Emmerdale Farm, which happened to be on the TV at the time.

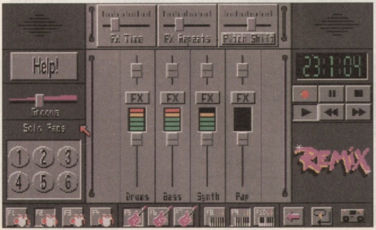
What did this little episode teach me? To make all my music hardware as accessible as possible at all times (and not to leave my TV on when I go out). The moment was lost forever, but at least it was only the hardware, not the software, that got in the way. Having used *MED* fanatically for the past few years, getting to know most of its little quirks along the way, I can zip around it with ease. For a beginner, however, this can be yet another block on the creative process. As Urban Shakedown's Gavin King commented to me recently, 'You need a programmer's mentality to work it'. It's true. Maybe that's the price you have to pay for power, but I'm not convinced.

Innovation isn't just about adding more features and speeding things up, it's also about making things easier to use. Computer software and hardware is usually designed by highly intelligent and knowledgeable people, and in the early days, software was written for users of similar intellect. After a while the designers started to realise that although not everyone was a computer genius, they still wanted to use computers – so now we've got computers controlled by menus and icons. It's got a lot better in the last 10 years, but we're still a long way from true user-friendliness.

CREATIVE BLOCKS

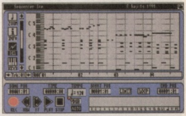
Creative software is one area where user-friendliness is extremely important. Electronic Arts hit on a winning formula years ago with *Deluxe Paint*. Anyone can pick it up and doodle away, testing out all the functions from the icon strip, and experimenting with the menu options. So far, no-one has come close to producing the musical equivalent of *DPaint*. 'What about *Deluxe Music*?' I sense you mumbling to yourself. That was fun for an afternoon, but it was much more of a toy, with nothing like the potential or power of *DPaint*.

What we need is a combination of power and a friendly interface. There have been a few attempts at this, the most recent being *Boom Box* from Dr T's. This is supposed to be 'interactive fun with music'. It turns out to be about as flexible as a steel rod. If you could imagine a version of *MED*, with all the editing features omitted so you could just load and play songs, alter the tempo (which makes all the breaks run out of time), and adjust the volumes of the tracks, you'd have some idea of what's on offer. Okay, it's so easy to use that a monkey could



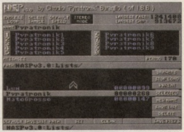
Fx Time
FX Repeats
Pitch Shift
Help!
Groove
Solo Pans
1 2 3 4 5 6
23:1:04
FX FX FX FX
REMIX
Drums
Bass
Synth
Pap
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10

Boom Box **– Dr T's attempt at hassle-free music making. The idea's there, but the execution leaves a lot to be desired.**



Sequencer One
C5
C4
C3
C2
C1
SONG POS
TIME
TEMPO
END POS
REC
REW
FF
PLAY
STOP

Sequencer One is one of the many professional sequencers available. They may have more features and fuller MIDI support, but the interfaces on some of the professional sequencers are anything but user-friendly.



NASP by Claudio "Pyratronik" Buraglio (of I.B.B.)
ENDLESS LOOP
DELETE SAMPLE
DEFAULT SPEED
STEREO MODE
LARGEST FAST 1241408
LARGEST CHIP 913672
NAME Pyratronik
Pyratronik1
Pyratronik2
Pyratronik3
Pyratronik4
Pyratronik5
Pyratronik6
Pyratronik7
Pyratronik8
Pyratronik9
PERIOD 170
PATH NASPv3.0:Lists/
Lum 00000099
Pyratronik 00000268
MatoGrosso 00000147
STOP LOAD
PARENT
SELECTED
DELETE
SAVE LIST
NASPv3.0:Lists/

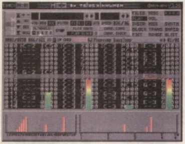
This is more like it: ***NASP*** **aims to give everyone the power to instantly remix their favourite records, and manages to do it with the minimum of fuss.**

HOBBITS AND SPACESHIPS

Do the names Fleshbrain and Dr Awesome mean anything to you? They used to be regulars on the demo scene, and supplied reams of sound tracks for the Crusaders crew. Not content with releasing bucket-loads of 4-channel Amiga music, they've now put together their own CD of predominantly instrumental music.

Apart from Tinuviel, which quotes lyrics from JRR Tolkien, the 12 tracks are the kind of things you could expect to hear on the latest bob and vector graphics PD demo – spacey chords, meandering melodies, squelchy basslines and occasional rock drums – only more developed than you'd get from a demo, thanks to the use of professional synths. Order your copy (£12.99 + 75p P+P) from 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982.

>



Ahh, good old MED. Another one that doesn't rate too highly on user-friendliness, but once you've got the hang of it, it's surprisingly powerful.

STOP PRESS... 32 VOICE 16-BIT SOUND BOARD

This time it could really happen! It looks like Blue Ribbon's ONE STOP MUSIC SHOP might be just what Amiga musicians have been waiting for.

It's a Proteus 1 synthesiser, put onto a card for Amiga 1500s and above, with an A1200 version in development. It offers 32 voice 16-bit playback, from 4 Mbs of on-board sample data. You can't use it to sample you're own sounds, but the 210 instruments and drum sounds that come built in are definitely not to be sniffed at. There are 128 preset sounds, covering all your basic bass, piano, string and lead sounds, and as it's a proper synth, you're free to create new sounds yourself.

So far, the trouble with Amiga sound expansions has been a lack of software support. This is where ONE STOP should score highest. Both Bars and Pipes 2.0 and SuperJam 1.1 can sequence it as if it were an external MIDI module. It doubles as a MIDI interface too, so it can easily be linked up to a master keyboard, or any array of MIDI gear you might have in your set-up, including Commodore's own forthcoming 16-bit sound board.

The price is currently set at £449. For further information, contact Hi Q on 081 909 3885, or 081 671 9146.

get the hang of it, but it's completely useless.

Then there's *Superjam* – an admirable attempt to make the musician's life easier. It offers plenty of automatic accompaniment, but when it sounds like a demo tune from a home keyboard, it's never going to sequence that number one hit.

IDIOT-PROOF MUSIC

If you want instant idiot-proof music making, with impressive results, you have to look to the public domain. Claudio Buraglio's *NASP 3.0* (PD Utilities Jan '92) is on the right tracks. You could be completely computer-illiterate, and still manage to pump out some funky tunes within seconds of booting it up. It's free, it's very easy to use, and it's a lot of fun.

This is the sort of thing that gets people into sampling. You don't need to have had piano lessons as a kid to make music, but it often takes something like *NASP* to make people realise it. Sit a complete novice in front of a professional sequencer, and you're liable to put them off computer music-making for life! Even the commercial sequencers that claim to be aimed at beginners, can be very daunting to the newcomer: tracks, channels, voices, patches, and all the rest of the jargon can be pretty off-putting.

SIMPLICITY IS POWER

I remember seeing a program on TV, in which Andy Bell (the singer from Erasure) was using a BBC computer to sequence some synthesizers. It looked so easy. He played a couple of bars of chords, and pressed a button on the computer, which then looped the chord sequence while he played a couple of bars of bassline, followed by a melody and so on. Okay, so he'd probably spent half an hour setting it up before the cameras started rolling, but the way that he built up a whole track in a matter of minutes was brilliant. Why aren't today's sequencers this simple to use?

Have you ever tried to lay down a drum track on a pro sequencer in real time? If your timing is tight, and you use the right type of quantisation, you may get away with it. If not, you'll probably look to the step-time editor. Step editing should be a breeze, as it is with *MED*, but the professional sequencers turn the process into an over-complicated combination of fiddly mouse clicks and MIDI input.

How about including macros for often-used drum patterns? How many times have you patiently laid down the same high hat and bass drum lines, tweaking, copying and pasting for ages, when the computer could do it for you in the blink of an eye?

When it comes to editing your song data, it's the devil's own job to try and work out what's going on. Slow screen-updates present you with a jerking pattern of dots and bars, that's somehow supposed to represent the music you've just recorded. How on earth are we expected to related that mess of morse-code to the sounds coming from the hardware? If you can't decipher it all, editing and correcting it is out of the question.

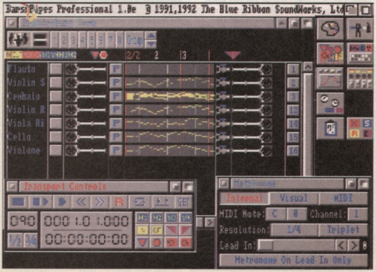
It's exactly this kind of problem that makes me go back to *MED* time and again – not because *MED's* the most user-friendly program in the world, but simply because I can get around it without any trouble, so ideas can be tried out on the spur of the moment. It's hard enough getting used to any new piece of software, and when the alternatives are as awkward to use as this, people are going to stick with what they know, even if it's technically inferior.

On the MIDI side, although *MED* is technically inferior compared to professional sequencers, as far as I'm concerned it's still more powerful. In theory, it can't do everything a pro sequencer can, but in practice it does just about everything I need it to, and does it a damn sight quicker. In my book that's worth a lot.

Yes, I'm all for innovation. I do want to see sequencers with more available tracks, more precise editing screens and more features all round, but while you're at it, all you developers, why not have a go at making your programs a bit easier to use. Remember, you all might be virtuoso pianists with degrees in atomic science, but we're not!

GAV'S TIP

This month, we've got a bonus tip courtesy of Urban Shakedown's Gavin King (interviewed in Amiga Profiles this very issue!). Gav's tip is... Fool the listener into thinking there's more happening in your tune than there really is. Let's say you've got a bassline, which loops for a while before the kick drum comes in. If you don't have a spare track for the kick, put it over the top of the bassline. This will mean taking out a few notes from the bassline, but the ear is tricked into thinking that the whole of the bassline is still there. If you can hear a gap after the kick, where there should be a bass sound, drop in an extra hit on the bass sample.



MIDI Note: C 0 Channel: 1
Resolution: 1/4 Triplet
Lead In: 0

Bars and Pipes is one of the most accessible professional sequencer, but could still be easier to get into.

TONE'S TIP

Tone's tip for this month is... If your bassline is out of tune, or in the wrong key, it can mess up your whole track. It's a problem that crops up on a lot of demos (the mighty Jesus on Es for one), and even a few commercial record releases. If you're only using a TV or monitor when you're composing, it's easy to let a badly tuned bass sound slip through the net, but when the track's played on a decent system, it'll sound awful. If you're at all unsure, test your basslines by transposing them up an octave. Then you'll definitely be able to hear whether you've got a problem. If so, retune or transpose the bassline until it sounds okay, and then transpose it back down an octave.

RICOH PCL5 LASER PRINTER

LP1200 LASER 400dpi 6PPM 4Mb RAM

NOW AVAILABLE WITH 4Mb RAM FOR ONLY £799 +VAT Previous price for 4Mb version £848+VAT

HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

At a time when some manufacturers are considering price rises, as the pound struggles against foreign currencies, Silica Systems have some good news! We are pleased to present the award winning Ricoh LP1200 upgraded to 4Mb RAM for only £799+VAT (£49 off the previous price of £848+VAT). And, if you don't require the extra benefits offered by the increased memory capacity, you may still purchase the 2Mb RAM version at the normal unchanged Silica price of only £699+VAT.

Ricoh, the world's second largest manufacturer of laser printer engines, have used their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology. Unlike LED printers, which use light emitting diodes, the LP1200's laser light source is able to produce the most accurate and intense printed images. It has a fast efficient processor and engine, together with a straight paper path design which allows printing at a full 6 pages per minute and, it can address a range of print resolutions up to 400 dpi. The 2Mb RAM version can print a full A4 page of graphics at 300 dpi and a full A4 page of text, or A5 page of graphics, using standard resident internal fonts and the alternate controller firmware supplied, at 400 dpi. A free Windows driver supplied enables the 2Mb Ricoh LP1200 to print a typical page of text at 400 dpi from Windows 3.1, using the alternate controller firmware supplied on the Windows Driver Disk and standard internal resident fonts. The 4Mb RAM version has the added advantage of being able to print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts.

Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM IC cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT a powerful document description language as standard, which offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes complete with a 100 sheet A4 paper tray and the facility to feed single sheets of paper and card up to 157gsm. An optional extra universal feeder provides the facility to automatically feed up to 150 sheets, from sizes of 98mm x 148mm to 216mm x 356mm in size, at weights of up to 158gsm. It can also feed up to 15 envelopes, overhead transparencies and labels automatically.

Laser Scoop
A4

PC MAGAZINE UK EDITOR'S CHOICE OCTOBER '92

FREE! WINDOWS DRIVER v3.1

SHOWN WITH UNIVERSAL FEEDER TOP TRAY (OPTIONAL EXTRA)

CORPORATE SALES TEAM
Tel: 081-308 0888 Fax: 081-308 0608

THE LP1200 IS A GENUINE LASER PRINTER AND NOT AN LED PRINTER. MAKE SURE YOU CHECK THE COMPETITION!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	M'MAN TALLY MT904+	IBM 4029 Model 010	RICOH LP1200
Average Street Price (excl. VAT) (*expected)	£569	£699	£699*	£750	£699
Official RRP (excl. VAT)	£945	£1,179	£1,099	£1,099	£1,195
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3.1 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	5ppm	6ppm
Straight Paper Path	YES	-	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	-	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	0.5Mb	1Mb	1Mb	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	33 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	20 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Upgradable Firmware	-	-	-	-	YES
IC Card Slot	YES	-	-	YES	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	0	8
Resident Bit-Mapped Fonts	11	14	14	16	14
AGFA Intellifont Scalable Font Technology	-	YES	-	-	YES
HP LaserJet III Emulation Included	-	YES	YES	-	YES
EPSON FX Emulation Included	YES	-	YES	-	YES
IBM ProPrinter Emulation Included	-	-	YES	-	YES
Standard Tray Capacity	100	70	100	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.65p	2.00p	1.71p	1.64p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-131	60-157
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	38 dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	50 dB	<48dB

**As quoted by manufacturers - 2/4/92

All Trademarks are acknowledged

IT'S A WINNER!

Shortly after its launch, the LP1200 had scooped accolades from most of the major press reviewers . . .

"The winner is the Ricoh ... its graphics performance is staggering". Shopper Labs Best Buy
COMPUTER SHOPPER - AUGUST '92

"We liked the Ricoh's speed, extra memory (useful for graphic printing) and full HP LaserJet III emulation with scalable fonts ... running costs, ease of use and documentation are all also good, so this is a well rounded package".
PC PLUS VALUE VERDICT ■■■■
PC PLUS - AUGUST '92

"Compact, quiet and hassle free ... excellent value ...".
PC DIRECT - OCTOBER '92

"The Ricoh stormed ahead of the other printers in mixed page tests ... was consistently the fastest non-PostScript machine in all the tests ... it produced the most impressive pages, with prints consistently clear and well contrasted ... produced some very fine prints at 400dpi".
'WINDOWS' MAGAZINE - JULY '92

COMPUTER SHOPPER BEST BUY AUGUST '92

PC MAGAZINE UK EDITOR'S CHOICE OCTOBER '92

AMIGA GOLD FORMAT Dec '92

PC TODAY BEST BUY OCTOBER '92

LASER PRINTER AWARDS What to Buy for business A "BEST BUY" DECEMBER 1992

- **6 PAGES PER MINUTE**
  Using a straight paper path
- **PCL5 - INC HP-GL/2**
  With scalable fonts and vector graphics
- **SHARP EDGED PRINTING**
  Ricoh FIAL (Fine Image ALgorithm) enhances resolution
- **400dpi RESOLUTION**
  (Default res. - 300dpi. Will address 200, 240 & 400dpi.)
- **2Mb & 4Mb RAM VERSIONS**
- **UNIQUE FLASH ROM**
  For controller upgrade and storage
- **IC CARD SLOT** (PCMCIA/JEIDA Compatible)
  For programmable FLASH ROM cards
- **EXPANSION BOARD SLOT**
  For improved connectivity eg. Coax/Twinax, PC-LAN etc
- **LAYOUT** Document Description Language
- **SERIAL + PARALLEL PORTS**
- **1 YEAR ON-SITE WARRANTY**
  Next working day response

Consumables + Accessories

CODE	PRODUCT	PRICE Exc VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£100.00
LAA 5262	2Mb RAM Module	£149.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00

CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

LP1200 WITH SINGLE BIN & 2Mb RAM LAS 5200	£699	+VAT = £821.33
LP1200 WITH SINGLE BIN & 4Mb RAM LAS 5200 + LAA 5262	£799	+VAT = £938.83

110193-1130

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or consumables, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA **Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening Fax No: 0702 462363

To: Silica Systems, CMUSR-0393-75, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE RICOH LP1200

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 75M

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

AMEAGRE PRICES FOR AMIGA USERS

10 Great Games	20.95
3D Construction Kit 2	33.95
3D Pool	7.95
4 Wheel Drive (Comp)	20.95
A10 Tank Killer (1Mb)	23.95
Action Masters (Comp)	20.95
Action Pack (Comp)	19.95
Addams Family	17.95
Advanced Destroyer Sim	7.95
Advanced Fruit Machine	5.95
Advantage Tennis	17.95
Adventurers	17.95
After Burner	6.96
Agony	17.95
Air Bucks (1 Mb)	20.95
Air Combat Aces (N+)	20.95
Air Sea Supremacy (Comp)	20.95
Air Support	20.95
Air-Land-Sea (Comp) (688 AS N+)	23.95
Alcatraz	17.95
Alien 3	20.95
Alien Breed - Special Edition 92	8.95
Altered Beast	6.96
Amberstar (1mb,N600)	20.95
Amos 3D	23.95
Amos Compiler	20.95
Amos Professional (1 Mb)	46.95
Amos The Creator	33.95
Anarchy	7.95
Another World	17.95
Apidya	17.95
Aquatic Games	17.95
Aquaventura	17.95
Arabian Nights	17.95
Archer Macleans Pool	17.95
Arkanoid II - Revenge of Doh	6.96
Armour Geddon 2	20.95
Arsenal - The Computer Game	17.95
Assassin (1 Mb)	17.95
Award Winners (Comp)	17.95
Bane of The Cosmic Forge (1Mb)	25.99
Barbarian I	6.96
Barbarian II (Budget)	6.96
Barbarian II (Psygnosis)	17.95
Bards Tale 3	8.95
Bards Tale Construction Kit (1Mb)	20.95
Bards Tale Trilogy	23.95
Bat 2	23.95
Batman - Caped Crusader	6.96
Batman The Movie	6.96
Battle Chess	8.95
Battle Chess II (N+)	17.95
Battle Isle	20.95
Battle Isle - Scenario Disk Vol 1	13.95
Battle Of Britain	20.95
Battle Toads	17.95
Battlehawks 1942	12.95
BC Kid	17.95
Beach Volley	6.96
Beastbusters	17.95
Big Run	17.95
Bills Tomato Game	20.95
Birds Of Prey (1Mb)	23.95
Bitmap Brothers - Volume 1	17.95
Bitmap Brothers - Volume 2	17.95
Black Crypt (1Mb, N+)	17.95
Blue Max	12.95
Body Blows (1 Mb)	17.95
Brain Blaster	6.96
Bubble Bobble (N+)	6.96
Bubble Dizzy	6.96
Bunny Bricks	17.95
Cadaver - The Payoff	11.95
Caesar	20.95
Campaign	23.95
Capcom Collection	20.95
Captain Dynamo	6.96
Cardiaxx	14.95
Carl Lewis Challenge	17.95
Carnage	6.96
Carrier Command	7.95
Cartoon Collection	17.95
Castle Master	6.96
Castle of Dr Brain (1Mb)	23.95
Castles (1Mb)	20.95
Celtic Legends	20.95
Centurion	8.95
Champions (comp)	13.95
Championship Manager (1Mb)	17.95
Chaos Engine	17.95
Chase HQ 1	6.96
Chess Championship 2175	13.95
Chessmaster 2100	12.95
Chuck Yeager 2	8.95
Cisco Heat	15.95
Civilisation (1Mb)	23.95
CJ In Space	6.96
Combat Air Patrol	20.95
Combat Classics	20.95
Conflict Korea (1Mb)	23.95
Conquest of the Longbow (1Mb)	33.95
Cool Croc Twins	17.95
Count & Add (Under 7's)	8.95
Count Duckula	6.96
Covert Action	23.95
Crazy Cars 3	17.95
Crazy Seasons	17.95
Creatures	17.95
Cruise For A Corpse	19.95
Crystal Kingdom Dizzy	13.95
Curse Of Enchantia (1Mb)	23.95
D-Generation (1Mb)	12.95
Dalek Attack	13.95
Daley Thompson's Olympic Challenge	6.96
Dark Queen Of Krynn (1Mb)	21.95
Dark Seed	23.95
Das Boot	12.95
Death Knights Of Krynn (1Mb)	20.95
Deliverance	17.95
Deluxe Paint IV	59.95
Discovery In The Steps Of Columbus	20.95
Dizzy Collection	17.95
Dizzy Panic	6.96
Dizzy's Excellent Adventures	17.95
Donald's Alphabet Chase	17.95
Doodlebug	17.95
Double Dragon I	7.95
Double Dragon II	7.95
Double Dragon III	17.95
Dragons Lair III - The Curse of mordread	20.95
Dreadnoughts	25.99
Dreadnoughts - Bismarck	12.95
Dreadnoughts - Ironclads	12.95
Dream Team	17.95
Dune (1Mb)	20.95
Dungeon Master/Chaos Strikes Back (1Mb)	20.95
Dyna Blaster	20.95
Easy Amos (1Mb)	25.99
Elvira II	23.95
Emlyn Hughes Int. Soccer	7.95
Epic (1Mb, N600)	20.95
Erik	6.96
Escape From Planet Of Robot Monsters	6.96
Espana - The Games '92	20.95
Euro Football Champ	17.95
European Championships 1992	17.95
Eye Of The Beholder I (1Mb)	20.95
Eye Of The Beholder II (1Mb)	23.95
F-16 Combat Pilot	7.95
F-19 Stealth Fighter	20.95
F-29 Retaliator (N+)	17.95
Face Off - Ice Hockey	17.95
Falcon	11.95
Falcon - Counterstrike Data Disk	7.95
Falcon Firefight Data Disk	7.95
Fantastic Worlds (Comp)	23.95
Fantasy World Dizzy (N+)	6.96
Fascination	20.95
Fast Food (N+)	5.95
Fire And Ice	17.95
Fire Force	17.95
First Division Manager	6.96
Flight of the Intruder (N600)	12.95
Flimbos Quest	7.95
Floor 13 (1Mb)	20.95
Football Crazy (Comp)	17.95
Football Director 2 (1Mb,N+)	17.95
Football Manager 3	17.95
Formula 1 Grand Prix (1Mb)	23.95
Fun School 2 (6-8)	6.96
Fun School 2 (over 8)	6.96
Fun School 2 (under 6)	6.96
Fun School 3 (5-7)	17.95
Fun School 3 (over 7)	17.95
Fun School 3 (under 5)	17.95
Fun School 4 (5-7)	17.95
Fun School 4 (7-11)	17.95
Fun School 4 (under 5's)	17.95
Future Wars	10.95
G-Loc	17.95
Gateway to Savage Frontier (1Mb)	21.95
Gauntlet II	6.95
Gauntlett III	17.95
Ghostbusters 2 (N+)	6.96
Ghouls 'N' Ghosts	6.96
Global Effect (1Mb)	20.95
Gnome Alone	17.95
Go for Gold	7.95
Goal	17.95
Goblins	17.95
Goblins 2	20.95
Gods	17.95
Golden Axe	7.95
Graham Taylor's Soccer(1Mb)	17.95
Grandstand (Comp) (N+)	17.95
Gunship 2000	23.95
Guy Spy	20.95
Harlequin	17.95
Harpoon - Battle Set 4	11.95
Harpoon - Editor	13.95
Harpoon v1.2.1	23.95
Harrier Assault (1Mb)	23.95
Head Over Heels	6.96
Head To Head (comp)	23.95
Heimdall (1Mb)	23.95
Henriettas Book of Spells (7-14)	17.95
Heroes Of The Lance	6.96
Heroquest - Data Disk	11.95
Heroquest - Twin Pack	20.95
Heroquest 2	17.95
History Line (1914-1918) (1Mb)	23.95
Hitchikers Guide To The Galaxy	7.95
Home Accounts 1	20.95
Home Accounts 2	39.95
Home Alone (1MB, N+)	17.95
Hook (1Mb)	17.95
Hoversprint	6.96
Humans	20.95
Humans - Jurassic Levels (Data Disk)	13.95
Humans - Jurassic Levels (Stand Alone)	20.95
Hunt For Red October	7.95
Ian Botham's Cricket (1Mb)	20.95
IK+	6.96
Impossamole	6.96
Impossible Mission 2 (N+)	6.96
Indiana Jones & Fate Atl. (ACT)	17.95
Ind. Jones & Fate Atl. (ADV) (1Mb)	25.99
Indiana Jones & Last Crusade (ACT)	6.96
Indiana Jones & L. Crusade (ADV)	12.95
Indy Heat	17.95
International Rugby Challenge	17.95
International Sports Challenge	20.95
International Truck Racing	6.96
Iron Lord (N+)	7.95
Ishar - Legend of the Fortress (N600)	20.95
Italy 1990	6.95
Ivanhoe	6.96
Jack Nicklaus Golf	6.96
Jack Nicklaus Unl Golf (Accolade) (1Mb)	20.95
Jaguar XJ220 (1Mb)	17.95
James Pond	6.96
Jim Power	17.95
Jimmy White's Whirlwind Snooker	20.95
Joe & Mac - Caveman Ninja (1Mb)	17.95
John Maddens Football	17.95
Keys Of Maramon	17.95
KGB (1 Mb)	20.95
Kick Off + Extra Time	6.96
Kick Off II (1 Meg)	17.95
Kick Off II (1/2 Meg)	13.95
Kick Off II (Final Whistle) (N+)	9.95
Kick Off II (Giants Of Europe) (N+)	6.96
Kick Off II (Return To Europe) (N+)	6.96
Kid Gloves II	17.95
Kind Words 3 (1Mb)	36.95
Knightmare	20.95
Knights Of The Sky (1 Mb)	23.95
Kwik Snax	6.96
Last Ninja III	7.95
Leander	17.95
Leeds United Champions	17.95
Legend	20.95
Legend Of Kyrandia (1 Mb)	23.95
Leisure Suit Larry 5 (1Mb)	23.95
Lemmings (Original)	17.95
Lemmings 2	20.95
Lemmings Double Pack	20.95
Lemmings Levels (Add-On version)	13.95
Lemmings Levels(Stand Alone)	17.95
Lethal Weapon	10.95
Let's Spell At Home	14.95
Let's Spell At The Shops	14.95
Life and Death	12.95
Lineker Collection	13.95
Links (1Mb)	23.95
Links - Firestone	12.95
Links - Hyatt Dorado	12.95
Little Puff (N+)	6.96
Liverpool Football	17.95
Locomotion	17.95
Lombard RAC Rally	6.96
Lord Of The Rings	17.95
Lotus Esprit Turbo Challenge	7.95
Lotus III - The Ultimate Challenge	17.95
Lotus Turbo Challenge II	17.95
Lure Of The Temptress (1Mb)	20.95
M1 Tank Platoon	20.95
Magic Storybook (1Mb)	20.95
Magic Worlds	17.95
Magicland Dizzy	6.96
Manchester United	7.95
Manchester United Europe	17.95
Match Of The Day	17.95
Mcdonalds Land	17.95
Maths Adventure (6-14)	19.95
McDonald Land	17.95
Mega Mix (Comp)	20.95
Mega Sports	17.95
Mega Twins	17.95
Mega-Lo-Mania/First Samurai	20.95
Megafortress (1Mb)	20.95
Megatraveller 1 (1Mb)	20.95
Megatraveller 2 (1Mb)	20.95
Mercenary 3	17.95
Mercs	17.95
Merlins Maths (7-11)	17.95
Microprose Golf (1Mb)	23.95
Microprose Soccer	6.96
Midnight Resistance (N+)	6.96
Midwinter II (1Mb)	23.95
Mig 29 Soviet Fighter (N+)	5.95
Might And Magic 3 (1Mb)	23.95
Mini Office (1Mb)	49.95
Monty Python	7.95
Moonstone (1Mb)	20.95
Moonwalker (N+)	6.96
MoterHead	12.95
Myth	17.95
Narc	6.96
Narco Police	6.96
Neighbours	17.95
New Zealand Story (N+)	6.96
Nick Faldos Championship Golf (1Mb)	23.95
Nigel Mansell's World Championship	20.95
Ninja Collection	13.95
Nitro	7.95
No Greater Glory	23.95
No Second Prize (N600)	17.95
Noddys Playtime (1Mb)	17.95
North & South	6.96
Omar Sharif's Bridge (1Mb)	23.95
Operation Combat	7.95
Operation Thunderbolt	6.96
Operation Wolf (N+)	6.96
Oriental Games	7.95
Outlander	20.95
Outrun (N+)	6.96
Pacific Islands	20.95
Paint and Create (over 5's)	17.95
Paladin II (1Mb)	20.95
Pang	6.96
Panza Kick Boxing	7.95
Paper Boy 2	17.95
Parasol Stars	17.95
Pen Pal	36.95
Perfect General (1Mb)	23.95
PGA Tour Golf - Courses Disk	11.95
PGA Tour Golf Plus	20.95
Pictionary	6.96
Pinball Dreams	17.95
Pinball Fantasies (1Mb)	19.95
Pinball Magic	7.95
Piracy on the High Seas (1Mb)	20.95
Pit Fighter	6.96
Platinum (comp)	17.95
Police Quest 3 (1Mb)	23.95
Pools Of Darkness (1Mb)	21.95
Populous II (1/2 Meg)	20.95
Populous II - Data Disk	12.95
Populous II Plus (1 Meg)	23.95
Postman Pat 3	6.96
Power-Up (Comp)	20.95
Powermonger	20.95
Powermonger Data Disk (WWI)	11.95
Premier Manager	17.95
Premiere (1Mb)	20.95
Prince Of Persia	6.96
Pro Tennis Tour 1	6.96
Push-Over (1Mb)	17.95
Putty (1Mb)	17.95
Puzznic	6.96
Quest And Glory 1 (1Mb)	26.95
R-Type 1	6.96
R.B.I. Baseball 2	20.95
Race Drivin	20.95
Ragnorak	26.95
Railroad Tycoon (1Mb)	23.95
Rainbow Collection	13.95
Rainbow Islands	6.96
Rombo III	6.96
Rampart	17.95
Raving Mad	17.95
Realms	20.95
Red Baron	23.95
Red Heat	6.96
Renegade	6.96
Rick Dangerous I	6.96
Rick Dangerous II	7.95
Rise of the Dragon	26.95
Risky Woods	17.95
Road Rash	17.95
Robin Hood	17.95
Robocod	17.95
Robocop I	6.96
Robocop II	13.95
Robocop III	17.95
Robosport	20.95
Rodland	17.95
Rolling Ronny (N+)	17.95
Rugby - The World Cup	17.95
RVF Honda	7.95
Sabre Team (1Mb)	17.95
Savage	7.95
Scrabble	19.95
Secret Of Monkey Island (1Mb,N+)	17.95
Secret Of Monkey Island II (1Mb)	26.95
Secret Of Silver Blades (1Mb)	20.95
Sensible Soccer 92/93	17.95
Shadow Of The Beast III	20.95
Shadow Warriors	6.96
Shadowlands (1Mb)	20.95
Shadoworlds (1Mb)	17.95
Sherman M4	6.96
Shoe People	7.95
Shoot Em Up Construction Kit	7.95
Shuttle (1Mb)	20.95
Silent Service II (1Mb)	23.95
Silkworm	7.95
Sim Ant	23.95
Sim City	18.95
Sim City - Architecture 1	7.95
Sim City - Architecture 2	7.95
Sim City - Terrain Editor	7.95
Sim City Deluxe	23.95
Sim City/Populous	20.95
Sim Earth	23.95
Ski Or Die	8.95
SleepWalker	17.95
Slicks	6.96
Sly Spy	6.96
Smash TV	6.96
Snow Bros	17.95
Soccer Kid	17.95
Soccer Pinball	6.96
Soccer Stars (comp)	17.95
Sooty & Sweep	6.96
Space Ace II	23.95
Space Crusade	17.95
Space Gun	17.95
Special Forces (1Mb,N600)	23.95
Spelling Fair (7-13)	17.95
ST Dragon	6.96
Starflight 2	17.95
Starglider II	7.95
Steg The Slug	6.96
Stellar 7	17.95
Storm Master	20.95
Strategy Masters	21.95
Street Fighter (N+)	7.95
Street Fighter 2	19.95
Strider	6.96
Striker (1Mb)	17.95
Striker Manager	7.95
Stunt Car Racer	6.96
Supaplex	6.96
Super Cauldron	17.95
Super Frog (1Mb)	17.95
Super Monaco G.P.	7.95
Super Off Road	7.95
Super Sim Pack (Comp)	18.95
Super Space Invaders (N+)	17.95
Super Tetris (1Mb)	20.95
Supercars	6.96
Supercars II	7.95
Superfighters (Comp)	17.95
Suspicious Cargo	17.95
Switchblade II	7.95
Swiv	7.95
Sword of Honour	17.95
Tennis Cup 2	17.95
Test Drive II Collection (N+)	20.95
The Manager (1Mb)	20.95
Thomas The Tank Engine	6.96
Thunderhawk	20.95
Tiny Skweeks	17.95
Tip Off	17.95
Titus The Fox	17.95
Toki (N+)	17.95
Top Banana	17.95
Top League (comp) (N+)	20.95
Total Recall	6.96
Touchdown	11.95
Toyota Celica	6.95
Treasure Island Dizzy (N+)	4.49
Treasures Of Sav. Frontier (1Mb)	21.95
Trivial Pursuit	6.96
Troddlers	17.95
Trolls	17.95
Turrican	6.96
Turrican II	6.96
TV Sports Baseball	12.95
TV Sports Boxing	15.95
Twilight 2000	23.95
U.M.S. II	20.95
Ugh!	17.95
Ultima 6 (1Mb)	20.95
Universal Monsters	17.95
Untouchables	6.96
Utopia - New Worlds Data Disk	11.95
Venus The Flytrap	6.96
Video Kid	17.95
Vikings (1Mb)	17.95
Viz	7.95
Vroom	17.95
Waxworks (1Mb)	23.95
Wayne Gretsky 2	17.95
Wing Commander I (1Mb)	23.95
Wizkid	17.95
Wolfchild	17.95
Wonderland (1Mb)	20.95
World Class Leaderboard	7.95
World Class Rugby (N600)	17.95
World Class Rugby - 5 Nations	20.95
World Cup Soccer	7.95
WWF European Rampage	17.95
X-Out	6.96
Xenon I	7.95
Z-Out	6.96
Zak McKracken	10.95
Zool (1Mb)	17.95
Zool - Enhanced (Amiga 1200)	17.95
Zyconix	17.95

MINI OFFICE
£49.95
Word Processor
Spreadsheet
Database
Graphics
Disk Utilities

3½"
Double Sided
Double Density

QUANTITY ·	PRICE
10	£4.99
20	£9.75
25	£11.90
30	£13.90
35	£15.85
40	£17.75
45	£19.75
50	£21.50
80	£34.00
100	£38.75
120	£45.90
150	£59.55
200	£72.85
250	£89.95
300	£107.50
400	£142.75
500	£169.95
1000	£334.95
2000	£658.00

WITH LABELS & WARRANTY

BOXES
(with keys and dividers)

10 Slimpack	0.94
40 capacity	£4.95
50 capacity	£5.60
80 capacity	£6.30
80 capacity stackable	£14.95
100 capacity	£6.80
120 capacity	£8.75
150 capacity	£10.95
150 Deluxe stackable	£21.95

JOYSTICKS

Python 1 (QS130F)	£9.25
Maverick 1 (QS128F)	£13.75
125+	£9.00
The Bug	£13.50
Star Probe	£13.50
Competition Pro 5000 - black	£13.75
Speedking A/F	£11.00
Navigator A/F	£13.75
Topstar (SV127)	£21.50
Supercharger (SV123)	£9.00
Sting-Ray A/F	£12.50
Megastar A/F (SV133)	£22.00

MISCELLANEOUS

Deluxe Work Centre	£46.95
Cumana Disk Drive	£57.95
0.5Mb Upgrade + clock	£29.95
0.5Mb Upgrade	£26.95
1Mb Upgrade (500+)	£56.95
Mouse	£14.75
Mouse Mat	£2.95
Mouse House	£2.95
Dustcover (Amiga, 500 or +)	£3.65
Dustcover (Amiga 600)	£3.65
Dustcover (Amiga 1200)	£3.95
Dustcover (Monitor)	£6.99
Dustcover (LC10)	£7.65
Dustcover (LC24)	£6.99
Auto Mouse/Joystick Switch	14.75
Trackball	£28.75
Head Cleaner	£3.75

PHILLIPS CM88311
Monitor with Lotus Turbo
Challenge11, Dustcover, Scart
Cable, 1 year on site waranty, free
next day delivery
£197.95

E & OE

All Prices include UK postage and VAT and are effective until 25th February 1993
Overseas orders - Postage charged at cost.
New titles will be sent as they are released and are subject to manufacturers price reviews.

Credit Card orders:
(10.00am - 10.00pm, 7 days not an answer phone)
Fax Orders: 071 608 0688

071- 608 - 0624

Cheques/Postal Orders to
DataGem Ltd, Dept cua, 23 Pitfield Street, London N1 6HB
Showroom open Monday - Friday 10am - 6pm Exit 2, Old Street Tube

John Armitage looks at the ways in which your Comms life can not only be made a whole lot easier, it can even become completely automatic!

AUTOMATIC PILOT

BACK TO THE FUTURE

Back in the old days you could consider yourself lucky if your terminal emulator – that's the piece of software which connects your fingers and brain to your modem – had such advanced features as ASCII store and ASCII send.

The sudden availability of affordable modems led to the explosion of privately run BBSs, and suddenly everyone needed brightly coloured, fun-to-use comms software. From the Amiga point of view, the PD and shareware systems have produced many fine programs: Access!, JRComm and NComm to name but three.

These programs all have one thing in common – they are bristling with extra features to make the comms user's life easier. After all, what is the point of having the world's most advanced home computer if the software to use it still looks as though it was written in the 1970s?

TELEPHONE BOOKS

Every comms program will automatically dial a number for you when you select a menu option. Mind you, doing it by hand isn't really much of a chore as you simply need to precede the number with the code ATD or ATDT. The hard bit is remembering the number. The ATDT code is to inform the modem to use tone dialling, so if your local exchange has been updated to digital status then you will be able to make use of tone dialling and the resultant speed increase. ATDT (or ATD for old fashioned pulse dialling) will appear in a set -up menu somewhere in your comms program; in the case of NComm, it's available in the requestor called up by selecting MODEM SETUP.

As in a telephone book, the comms program will also allow a useful name to be assigned to the number. From NComm, after feeding all the information into a miniature database, you can dial your favourite BBS simply by selecting the name from a menu.

Each number can have further information assigned to it. The baudrate used, any special key macros, even your password can be logged alongside it, ready for instant access. This means you won't have to worry about forgetting your password, as it will be stored with your comms software. As a result, the passwords you pick can be more obscure, and more importantly, different for each system.

MACROS

The term 'macro' can have many meanings depending on context, but in this case we'll assume it means assigning a string to a single keypress. For example, if your local BBS requires you to type 'skip to last' to get to the end of the message section, you might find it easier to program one of the function keys with a suitable macro. Once you do, you'll be able to hit F-whatever and save some keyboard wear.

NComm allows each BBS number to have a different set of macro keys, so if you have a good memory you can program your system to navigate right through your BBS with only a few keypresses.

SCRIPTS

Scripts are the height of laziness when it comes to comms, and provide some of the most powerful capabilities. Several comms programs now come with a scripting language – a set of commands which control various aspects of the program.

These scripts can be invoked with a menu option, or sometimes more usefully, started automatically whenever a number is dialled. The script could wait for certain text sent from the host system, and reply as necessary, for example, returning your log-in name and password.

If you think that the concept of such a scripting language sounds slightly familiar, perhaps you're right – especially if you are thinking of ARexx. The interprocess communication language which comes as standard with every new Amiga is itself a scripting language, and provided a program supports it, it can be used for some fairly advanced projects.

NComm comes with a scripting language, but it also has an ARexx port. As you can see from the example ARexx program that follows, logging onto a BBS is really quite simple when you let the computer do it for you.

```
/* ARexx Ncomm logon script */
/* The first line of every ARexx script must be a
comment */
address 'ncomm'
/* Like every ARexx compatible program,
NComm has a port */ /* address. The above line
informs the system to talk to */ /* NComm, and
not to AdPro or Hyperbook or whatever */
NL = '0A'X
/* As a short cut, define NL to be a line feed
(hex 10) */
message NL message  'Now calling CIX...'NL
message NL
/* Display a message on NComm's screen */
wait  'login:'
/* Wait until CIX sends the text 'login:' */
send  'qix\n'
/* Send the string 'qix' to the modem. This is
used by */ /* CIX system to proceed past the
usual log-in screen */
wait  'Nickname? (Enter 'new' for new user)'
/* Wait until asked for the username */
send  'CU_Amiga\n'
/* Reply with the name */
wait  'Password:'
/* Wait until asked for password */
send  '\p\n'
/* Send the password. Note that NComm
replaces \p */ /* with the password defined in
the telephone book */
/* end of login script */
```

If you so desire, the script could include instructions to dial the BBS itself. This means your computer could log on to the system, download your mail and upload your messages at 3am while you sleep.

The only problem with such is a system is that nothing every goes entirely to plan. A stray piece of linenoise, a mistyped digit: you might end up telephoning your next door neighbour repeatedly from 3am every night! Always test your scripts thoroughly, and include lots of error checking to take every possible eventuality into account.

COMMON NCOMM AREXX COMMANDS

ASCSEN	Send an ASCII (i.e. text) file to the modem. Example: ASCSEND 'ram:comms.doc'
BEEP	Make a beep noise! Example: BEEP
CAPTURE	Store an ASCII file. Example: CAPTURE 'ram:docfiles'
DIAL	Call a number stored in NComm's telephone book. Example: DIAL 'cix'
HANGUP	Hang up the modem, in other words, disconnect. Example: HANGUP
MESSAGE	Display text on NComm's screen. Example: MESSAGE 'Hello there'
SEND	Send a string to the modem. Example: SEND 'J.Armitage\n'
WAIT	Wait for a specified string from the host system. Example: WAIT 'username:'
QUIT	Exit from NComm Example: QUIT

NEXT MONTH

Are you sure you are getting the most out of your software? Next time John Armitage will be showing you all the tricks and tips to use with NComm.

GLOSSARY

ARexx	The Amiga's standard interprocess communication language.
BBS	Bulletin Board System. Usually run from a back bedroom on a spare line for fun. Most are free to join, and contain a wealth of PD software and messaging facilities.
Modem	The hardware needed to connect a computer to a telephone line.
Script	A program written in a special language to control an application.

CLUB CALL

Clubs, disk magazines and Public Domain libraries – we've got'em all. Simply consult these pages for the very best in Amiga activities. Your guide to the action is Steve Prizeman.

AMIGA USERS JORDAN

PO Box 2431, Amman, Jordan.

With 107 local members and 37 foreign ones, this Jordanian club helps prove that the Amiga is a hit in the Middle East as well as the rest of the world. Membership of the club has formerly been free of charge, but once publication of its monthly newsletter begins, any time now, an annual fee of $10-$15 will probably be charged to cover the cost of postage.

Amiga Users Jordan (AUJ) has a PD library containing more than 300 disks freely available to all members; a software swap scheme is also run for their benefit. The club's members, all of whom possess Amigas of their own, range from absolute beginners to professional artists who advise fellow members on how to get the best from their machines. The AUJ is also in the fortunate position of having close links with a local Amiga dealer, and hopes to have an A1200 by the time you read this.

With its main goal being to establish links with Amiga fans around the world, the AUJ will be pleased to hear from you, at the above address.

AMIGAMANIA

88 Blackbull Road, Folkestone, Kent CT19 5QX.

With 34 members at present, this Kent-based club is looking to boost its numbers. Amigamania publishes its own bi-monthly magazine, appropriately entitled Amigamaniac, which carries at least one coverdisk every issue, and two on special occasions (such as Christmas and Easter editions). A subscription to the magazine is included in the club's membership fee (£12 per annum), but non-members may purchase individual issues for £1.25 each (including postage and packing).

Amigamaniac contains news about events in the computer world (shows, and exhibitions, for example), reviews of hard and software (both utilities and games), a PD section, and cartoons. The magazine also provides free classified ads, competitions in every issue (a pair of tickets to the 7th International Computer Show was a recent prize), the 'Bargain Basement' section, offering members the opportunity to buy equipment at near cost price, and special offers, such as the chance to save £20 on Microdeal's VideoMaster. The coverdisks feature animations, such as the club's apparent hero, Super Snake ('Everybody loves him'), and even playable demos – *Bill's Tomato Game* was featured recently.

The club has its own PD and Shareware library, with members receiving discounts on the disks they purchase. In fact, if you join Amigamania and order PD simultaneously, a current offer will let you get £10-worth of PD for just a fiver. Central Licenceware is also available, with 24 hour despatch.

A scanning service is available for members at a rate of about £1 per page, and a digitising service (again for members only) is planned, for which a nominal fee will be charged. The club operates a telephone hotline for its members, providing buying advice and technical help.

The Easter animation, possibly another outing for Super Snake, is said to be a blinder, and may appear in both 1Mb and 3Mb versions. With free advice to members, and a free gift to all new recruits, Amigamania has a lot to offer.

GET IN TOUCH

If you want to lead your Amiga-orientated association into the lush hinterland of club country, send its details to: CLUB CALL, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Computer groups featured in Club Call receive a free subscription to CU Amiga

If you write to any of the groups featured in Club Call, and require a reply, please help them cut costs by enclosing a stamped self-addressed envelope (or an international reply coupon if contacting overseas clubs).

NORWICH MASKED HEROES (NMH)

22 Russell Avenue, Spixworth, Norwich, Norfolk NR10 3NY.

Founded and headed by caped crusader 'Zorro', NMH is a small group of Amiga enthusiasts based in – hey, guess what – Norfolk. The first NMH disk magazine appeared recently, and it certainly has a lot in it for both new and experienced computer users. It does, in fact, have an extensive section specifically for beginners, explaining how to take care of disks, what the CLI and hard drives are, and which magazines to buy – modesty does not forbid me from mentioning that CU gets a glowing recommendation!

As well as a couple of tunes, and Amiga news, there are some more esoteric features in the mag, like Zorro's Desert Island (computer) Disks, which range from *DPaint* and *F1 Grand Prix* to *Zool*. For more adventurous Amiga addicts, there is a substantial course on programming in machine code (Assembly).

Although membership has been free so far, in future a fee will be charged to cover the cost of the disk mag and mail shots are now being sent to members. If you want to join the ranks of NMH, send a cheque or postal order for £2.50, made payable to K. Frary, to the above address.

SHROPSHIRE AMIGA LINK

c/o Nigel Cockayne, 2 Dodmoor Grange, Randlay, Telford, Shropshire TF3 2AW.

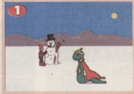
This club's membership has grown slowly but surely to approximately 30 Amiga enthusiasts throughout the UK, several having joined following its last mention in Club Call. The interests of the club range from games to Assembly language programming, and word processing to sound sampling. The principle aims and activities of Shropshire Amiga Link (SAL) show the group's commitment to helping its recruits:

- A 24-hour telephone helpline enables puzzled Amiga devotees to seek help with their computing problems whenever they occur.
- A monthly disk magazine, WorkTop, is produced, at the price of £1 each, including postage and packing. The disks include useful info, like Amigados tutorials, graphics, and background music.
- Game cheats and solutions are shared: a huge list of cheats has been compiled in conjunction with the Amiga Witham User Group.

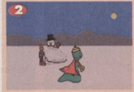
Membership of SAL is free, write to the above address for further details.

SUPER SNAKE

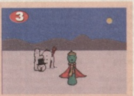
The scenes seen here are taken from one of Amigamania's recent animation disks – The Quite Good Adventures of Super Snake. The mischievous reptile slithers across a winter wonderland accompanied by oddly Hawaiian music and an impressive quantity of sampled voices with that atmospheric recorded-in-your-bedroom feel to them.



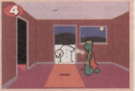
An inoffensive Aled Jones-type boy builds a seasonal snowman – Super Snake is not impressed.



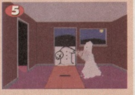
Super Snake tries to build a rival snowman of his own, but flicks a drift towards the unfortunate onlooker.



It's snow joke! Heads will roll – just look at the snowman smashed in cold blood.



A frosty look on the snowman's face says it all – revenge is a dish best served cold! Hasta la vista, baby!



Snowed under! The last laugh is on Super Snake as an instant avalanche engulfs him.

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept CU03, 10 Tinkler Side, Basildon, Essex SS14 1LE

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £3.00 per item for Airmail.

Telephone orders: Mon-Fri 9am-7pm. Saturday & Sunday 10am-4pm. Tel orders: **0268 271172** *Fax orders: 0268 271173.*
Next day service availablle add £2.50. Check to see if games are 1 Meg Capacity.

4D Sports Boxing	9.99
4D Sports Drivin	9.99
3D Construction Kit 2	32.99
A320 AirBus (USA)	22.99
Abandoned Places	19.99
Addams Family	16.99
Airbus	**22.99**
Alien 3	19.99
Alien Breed Special Edition	10.99
Altered Beast	6.99
Amberstar	19.99
Amos The Creator	29.99
Amos 3D	24.99
Amos Compiler	19.99
Amos Professional	44.99
Another World	19.99
Aquatic Games	16.99
Award Winners	16.99
Archer Macleans Pool	16.99
Arsenal FC *	16.99
Ashes of Empire	22.99
Assassin	16.99
A - Train*	22.99
AV8B Harrier Assault	22.99
B17 Flying Fortress (1 Meg) *	22.99
Batman the Movie	6.99
Bat 2 (1 Meg)	26.99
Battletoads *	19.99
B.C. Kid	17.99
Big Box 2	19.99
Birds of Prey (1 Meg)	22.99
Blues Brothers	8.99
Board Genuis	19.99
Caesar	19.99
California Games	6.99
Campaign	**22.99**
Capcom Collection	19.99
Celtic Legends	20.99
Championship Manager (1 Meg)	16.99
Chaos Engine	16.99
Chuck Rock 2 *	16.99
Civilisation (1 Meg)	**22.99**
Cool World	17.99
Combat Classics	19.99
Conan The Cimmerian *	19.99
Covert Action (1 Meg)	22.99
Crazy Cars 3	16.99
Curse of Enchatia	22.99
Daley Thompson Challenge	6.99
Dark Seed	20.99
Dark Sun: Shattered Lands *	21.99
Dark Queen of Krynn	22.99
Death Knights Of Krynn (1 Meg)	19.99
Deluxe Paint 4	54.99
Deluxe Paint 4 AGA	64.99
Demonsgate *	22.99
Desert Strike*	19.99
Dizzy Collection	16.99
Dizzy's Excellent Adventures	16.99
Double Dragon 2	8.99
Double Dragon 3	16.99
Dragon Lair 3	22.99
Dreadnought	22.99
Dream Team	17.99
Dune	19.99
Dungeon Master Chaos	19.99
Dynablaster	**19.99**
Easy Amos	29.99
Elvira 2 (1 Meg)	24.99
Elite 2* (Frontier)	22.99
Epic	19.99
Eye of the Beholder (1 Meg)	19.99
Eye Of The Beholder 2 (1 Meg)	21.99
Eye of the Storm *	19.99
F15 Strike Eagle 2 (1 Meg)	(see Combat Classic)
F16 Combat Pilot	8.99
F19 Stealth Fighter	19.99
Fantastic Worlds	22.99
Falcon 3 *	24.99
Final Fight	(see Combat Classic)
Fire Force	16.99
Fire and Ice	16.99
First Samurai + Mega-Lo-Mania	19.99
Flash Back	19.99
Flight of the Intruder	8.99
Football Crazy	16.99
Football Director 2 (1 Meg)	16.99
Formula One Grand Prix	**22.99**
Ghostbusters 2	6.99
Ghouls and Ghosts	6.99
Gobliiins 2	19.99
Godfather Action	19.99
Godfather Adventure	24.99
Gods	16.99
Golden Axe	8.99
Graham Gooch *	19.99
Graham Taylor	16.99
Grusome *	16.99
Gunship 2000 * (1 Meg)	22.99
Guy Spy	19.99
Harrier Jump Jet *	22.99
Harlequin	**16.99**
Harpoon + Battleset	22.99
Harpoon Battleset 3	9.99
Harpoon Battleset 4	9.99
Harpoon Scenario Editor	13.99
Head Over Heels	6.99
Heimdall (1 Meg)	19.99
History Line 1914-18	22.99
Hoi	16.99
Hook	16.99
Humans	19.99
Ian Botham	19.99
IK+	6.99
Indy Jones - Atlantis Action	19.99
Indy Jones - Atlantis Adv (1 Meg)	24.99
Indy Jones Crusade Adventure	19.99
Int Sports Challenge	19.99
Ishar	19.99
Jack Nicklaus Extra Courses	10.99
Jack Nicklaus Golf	7.99
Jack Nicklaus Unlimited Golf (1 Meg)	19.99
Jaguar XJ220 (1 Meg)	16.99
Jimmy Whites Snooker	19.99
John Madden	16.99
KGB*	20.99
Keys of Maramon *	16.99
Knightmare	19.99
Knights Of The Sky	19.99
Knights of the Sky (1 Meg)	**22.99**
Laser Squad 2 *	16.99
Lethal Weapon 3	16.99
Leather Goddess	7.99
Leeds United	17.99
Legend	21.99
Legends of Valour*	24.99
Legend of Kyrandia	23.99
Lemmings	14.99
Lemmings 2*	17.99
Lemmings Construction Kit *	16.99
Lemmings + Data Disk	19.99
Links	24.99
Links Extra Courses	13.99
Lombard Rally	6.99
Lost Treasure of Infocom	32.99
Lure of the Temptress	19.99
M1 Tank Platoon	19.99
Macdonalds Land*	16.99
Magic Pockets	16.99
Magic Worlds	17.99
Man Utd. Europe	16.99
Mega Fortress (1 Meg)	22.99
Mega Traveller 1 (1Meg)	19.99
Mega Traveller 2 (1 Meg)	19.99
Mega Lo Mania	9.99
Microprose Golf	22.99
Microprose Soccer	6.99
Midnight Resistance	6.99
Midwinter 2 (1 Meg)	22.99
Moonstone (1 Meg)	19.99
New Zealand Story	6.99
Nick Faldos Golf	22.99
Nigel Mansell World Champ	19.99
No Second Prize	17.99
Operation Thunderbolt	6.99
Operation Wolf	6.99
Pang	6.99
Paperboy 2	16.99
Parasol Stars	16.99
PGA Golf Courses	9.99
PGA Tour Golf+	19.99
Pinball Fantasies	**19.99**
Pinball Dreams	**16.99**
Player Manager	12.99
Pools of Darkness (1 Meg)	21.99
Populous	8.99
Populous 2+	22.99
Populous Challenge Disk	10.99
Powerdrift	8.99
Powermonger	19.99
Powermonger Data Disk 1	9.99
Premiere (1 Meg)	**19.99**
Premier Manager	17.99
Predator	6.99
R-Type	6.99
Railroad Tycoon (1 Meg)	22.99
Rainbow Collection	13.99
Rainbow Islands	6.99
Rambo 3	6.99
Rampart	16.99
Raving Mad	16.99
Reach for the Skies *	22.99
Realms (1 Meg)	19.99
Risky Woods	16.99
Road Rash	19.99
Robocod see Raving Mad	16.99
Robocop	8.99
Robocop 3	16.99
Robo Sport	19.99
Rome AD 9	16.99
Sabre Team	19.99
Second Surami *	16.99
Secret of Monkey Island (1 Meg)	16.99
Secret Monkey Island 2	**24.99**
Sensible Soccer 1.1	16.99
Shadow Lands	**19.99**
Shadow of Beast 3	19.99
Shadow Warriors	6.99
Shadow Worlds	17.99
Shoot Em Up Con Kit	8.99
Shuttle	**19.99**
Silent Service 2 (1 Meg)	22.99
Silkworm	8.99
Silly Putty	16.99
Sim City+Populous	19.99
Sim Earth	22.99
Simpsons	(see Dream Team)
Soccer Stars	16.99
Special Forces	22.99
Strategy Masters	20.99
Street Fighter 2	**19.99**
Striker (1 Meg)	16.99
Strip Poker 2 + Data	6.99
SuperCars	6.99
Super Fighters	17.99
Super Hang On	6.99
Super Tetris	16.99
Super Frog*	17.99
Switchblade	6.99
Switchblade 2	8.99
Team Yankee 2 (1 Meg)	19.99
Teenage Mutant Turtles 2	16.99
Terminator 2	(see Dream Team)
The Manager	**19.99**
Their Finest Hour (1 Meg)	19.99
Troddlers	16.99
Trolls	16.99
Turbo Challenge	8.99
Turbo Challenge 3	16.99
Turbo Outrun	6.99
Universal Monsters*	17.99
Utopia + Data Disk	19.99
Waxworks	22.99
WWF 2	17.99
WWF	(see Dream Team)
Ween	17.99
Wing Commander (1 Meg)	22.99
Wizball	6.99
Wizkid	16.99
Zool	16.99
Zool A1200	16.99

SPECIAL OFFERS

Kick Off 2 1 Meg	9.99
Kick Off 2 1/2 Meg	7.99
Kick Off 2 Final Whistle	7.99
Kick Off 2 Gaints Of Europe	7.99
Kick Off 2 Return To Europe	7.99
Kick Off 2 Winning Tactics	5.99
Shadow Of Beast 2	9.99
The Kristal	9.99
Wild Wheels	4.99
Mega Lo Mania	9.99
Dizzy Panic	6.96
Popeye 2	5.99
Thunderstrike	6.99
Seymour Goes To Hollywood	6.99
Chuck Rock	10.99
Turbo Challenge 2	12.99
Compendium 6	26.99

EDUCATIONAL

Noddy's Play Time	16.99
The Three Bears (5-10)	13.99
Magic Maths (4-5)	13.99
Maths Mania (8-12)	13.99
Junior Typist (5-10)	10.99
Better Spelling (8-10)	13.99
Better Maths (12-16)	13.99
Fun School 2 (6-8)	6.99
Fun School 2 (+8)	6.99
Fun School (U6)	6.99
Fun School 3 (5-7)	16.99
Fun School 3 (U7)	16.99
Fun School 3 (U5)	16.99
Fun School 4 (5-7)	16.99
Fun School 4 (7-11)	16.99
Fun School 4 (U5)	16.99
Fun School Paint + Create (over 5+)	17.99
Fun School Spelling Fair (7-13)	17.99

JUNIOR ADVENTURE

Robin Hood 8+	13.99
The Wind in The Willows	13.99

JOYSTICK & ACCESSORIES

Computek Fighter	5.99
Quickjoy Topstar	17.99
Quickjoy Turbo	10.99
Quickjoy Jetfighter	11.99
Cheetah 125+	7.99
Competetion Pro Extra	14.99
Competetion Pro 5000	13.99
1/2 Meg Upgrade	24.99
1/2 Meg Upgrade + Clock	26.99
3.5 External Disk Drive	49.99

• • • • • • • • • • • • • • • •

TDK / Maxwell
10 x 3.5" - £7.99
20 x 3.5" - £14.50
50 x 3.5" - £35.00
100 x 3.5" - £44.99

PRECISION - BOXED
10 x 3.5 - 6.49
20 x 3.5 - 11.99
50 x 3.5 - 26.00

UNBRANDED - LOOSE
10 x 3.5 - 5.99
20 x 3.5 - 10.99
50 x 3.5 - 23.99
100 x 3.5 - 44.99

RECYCLED - LOOSE
10 x 3.5 - 4.50
20 x 3.5 - 8.50
50 x 3.5 - 16.00

If you want to appear in the Sell Out page please call Becky White on this no: 071 972 6700

SELL OUT

THE HORROR HAS BEGUN

There is a new, roleplaying game for adults. It's here. It's potions, prayers and rituals. Realism. Surprises. Flexibility. And things that go bump in the night....The Horror of Farlight House will shock you. Hell, it may even kill you. Startup is only £6, payable to Gothic Games, with turns at a mere £2. Send now for a startup book or FREE information: Gothic Games, 14a Combe Close, Yeovil, Somerset, BA21 3PA.

WIN! SUPER NINTENDO 0839 03 03 29

WIN! SEGA MEGA DRIVE 0839 44 22 73

WIN! NIKE AIR JORDANS 0839 44 22 74

BIG CASH PRIZES TO BE WON!

MOVIE TRIVIA QUIZ 0839 03 03 58

BIG MONEY GAME 0839 07 07 48

WIN £100 IN 2 MINUTES! CASHCADE 0839 03 03 30

WIN £1,000 CASH WITH TELEPHONE BINGO 0839 333 012

21	25	27	28
32	34	35	39
43	44	47	48
51	52	55	57

Calls cost 36p per min cheap rate 48p all other times. Questel PO Box 3000 N20 9RB

Horror Slideshows. Exorcist Ferrox, Cannibal Holocaust, Aliens - special edition, Evil Dead 1 & 2, Thing, Alien - Widescreen, Texas Chainsaw Massacre. All titles 2 disks, 2 drives. Amiga+ compatible. £3.00 each + 60p P&P. K. Howell, 54 Collin Road, Brislington, Bristol. BS4 3SD.

Cheats for over 600 Games, covering over 100 pages. Only £4 including P&P! Alex Barley, 80 George Street, Maulden, Beds, MK45 2DD.

Amiga Contacts Wanted. Send list or disk to Tony 5 Hockley Avenue, Eastham, London, E6 3AN. 100% guarantee that all letters will be answered.

1 Meg. Horror animations. Zombie Flesh Eaters, Cannibal Ferox, Dr.Butcher. 2 animations per disk. Very Gory! £2.00 each or all 3 for £5.00. P&P Free. K. Howell, 54 Collin RD, Brislington, Bristol. BS4 3SD.

Free Arexx Tutorial (printed) when send for our latest lively catalogue disk Asgard software 20 Langdale Drive Flanshaw Wakefield.

Amiga Contacts Wanted! Send list on disk to: H.O.G Epic, Tichelerstraat 13 5g75 XA Sevenum, Holland. 100% reply guaranteed.

Contacts Wanted! Send list & disk to: Nicholas Mendoza, Kringsja Veiwn 12 6400 Molde or: Th.Erik Oyen, Moldeliveien 86, 6400 Molde. Both in Norway 100% reply!

Do you want a new and reliable contact? Then send lists or disks to: Jack Sukkar PO Box: 2431, Amman Jordan.

Dr T's Tiger CVB Muisc software for Commodore Amiga. Unused present, bargain at £75 Tel: 0363 772104

Amiga Games for sale, send sae to: J. Cannon PO Box 214 Ilford Essex IG3 8RT, London U.K.

Lorrox Public Domain - Over 1,200 Disks from 80p. 1st class P&P. Fast reliable service. Send S.A.E plus two 1st class stamps for catalogue to: 57 Broughton Rd, Summerston, Glasgow G23 5HL.

A500, A500+, A600 PD from 35p, Amiga accessories, unique offers something for everyone! For free details and disk catalogue whip two stamps off to: Redlaw Resources PD, 74 Durban Rd, Patchway, Bristol BS12 5HQ.

Worldwide PD: We cater for all Amiga BFPO's only, Telephone Dave on 02102-499729. Over 2,300 disks at DM2 each, free catalogue disk ring NOW!

Sharp JX-100 colour A6 scanner hardly used. Comes with Scanlab 100 software. £500 call Keith 0245 262898. After 6pm, please Thank you.

PD £1.10 per disk! All the latest titles including Kickstart 1.3 Emulator, A-Z of Cheats. Catalogue £1.00 P&P 80p. Wack PD, 23 New Exchange Buildings, Queen's Square, Middlesborough, Cleveland, TS2 1AA.

Try it first. Latest games from £3 per month Send £5 including membership and game wanted, plus your second choice. Send to: Try It (CU) 62 Houfton Road, Bolsover, Chesterfield, Derbys, S44 65G.

Cheat Book for sale 550+ cheats £4 including P&P contact I. Moss, Green Hedges, Maulden Road, Ampthill, MK45 2ES, over 70 pages.

Amiga Contacts Wanted: send list to: Simon Jones, 11 Bollin Grove, Biddulph, Stoke On Trent, Staffs ST8 7EZ 101% reply guaranteed.

68010 (10 MHz) ceramic 68000 C.P.U.replacement boots older Amiga's performance upto 50% £25.00 (£20.00 minor case blemish). Stamp + disk for details. A.Barr, 16 Ogilvie Rd, Stirling, FK8 2HJ.

Amiga Contacts Wanted. Next day 100% reply. Write to: Paul, 89 Torriano Avenue, Kentish Town, London NW5. All letters answered.

Artman PD All the latest and greatest 40p per title inc P&P, blank disk & S.A.E for catalogue and two free games 40 Northwell Gate Otley West Yorks L521 2DN.

Midi Music Contacts Club Free membership for limited period. Swap ideas and get your music heard by other musicians. Non-Midi musicians welcome. Monthly news disk including song of the month. 4 Hornbeam Close, Brentwood, Essex CM13 2DE.

Amiga Contacts Wanted Write to:- Sam 387 Stourbridge Road, Catshill, Bromsgrove, Worcs, B61 9LG. Or phone 0527 79921. All letters answered.

For Sale Commodore 64 disc drive 51/4" plus 75 games excellent condition £60 ONO phone after 4pm 871 870 5701.

PD and Licenseware 600 and 1200 compatible. Send stamp for catalogue. Pathfinder PD 41 Marion Street, West Yorkshire BD16 4NA.

PD Power Quality Public Domain Software - only 80p per disk immediate reply guaranteed write to either: 530 Davidson Road, Croydon, Surrey, CR0 6DH.

There are dead people in Farlight House. Funny thing is, they're not taking it lying down. See the advert at the top of the page.

Please can I have an Ad in Sell Out

I enclose cheque / P.O. for £ ....

Name ....

Address ....

....

....

Total number of words ....

Post to: Ad Dept, CU Amiga, Priory Court, Farringdon Lane, London EC1R 3AU.

Lineage - 30p per word to private individuals - 20 words min. 40 words maximum, 40p per word to trade, 20 words min - 40 words maximum. Semi-display - £15 for S.C.C. Ring 071 972 6700.
All classified & Semi-display advertising is pre-payable. All classified ads are subject to space availability. WARNING - It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately

BACKCHAT

This is the place where spleens are vented and anxieties exorcised as we present another rag-bag collection of readers missives from the bulging CU Amiga mailbag. This month's letters are answered by old big Ed himself, Dan Slingsby.

GAME OVER, MAN

Help. I'm in deep trouble. I borrowed a game, *Formula One Grand Prix*, from my friend and unwittingly wiped over disk two. Do you know if it's possible to buy just one disk instead of the whole game? Please reply as soon as he wants his game back!
N. Barnes, Newcastle

By the time you read this, your ex-mate has probably put you in hospital. If it's any consolation a replacement disk is in the post courtesy of Microprose who have a policy of exchanging corrupted or accidently wiped disks for a small charge. Ring their Technical Department on 0666 504326 for further details.

POINT TO MAKE

Some of the comments made in CU's Points of View about PD were a bit silly. I really can't agree with Mat Broomfield's opinions that PD programs are not of high enough quality to be released commercially. This is rubbish! Just take a look at *NComm2, Text Plus, MED, D-Copy, SID 2*, etc. and then tell me that PD isn't good enough.

Having said that, I do agree that Licenseware is a chance for some people to 'take the money and run', as it were. I also agree that most PD programmers I know can't be bothered releasing their product commercially, and most programs wouldn't survive copyright laws anyway. Just look at *Nib Copy, Free Copy, Maverick* and the numerous graphics and music rippers. Most PD authors just do it to help their fellow Amiga users, e.g. John Veldthuis's *Virus Checker*.
David Wallis, London

It amazes me that some people still ignore public domain utilities. There's a wealth of great software out there for a fraction of the price of their commercial counterparts. I personally use *MED* and *D-Copy* quite extensively and the office just wouldn't function if it wasn't for *SID2*.

OWN GOAL!

In the December issue of CU Amiga you reviewed a game called *Premier Manager* and we at Realms of Fantasy [the development team behind the game] feel that the review did us a great injustice. The reviewer, Steve Prizeman, obviously does not like football management games and therefore will never give any such game a fair review. He makes his feelings clear by the statement, '*Premier Manager* is very well presented and easy to use, although by its nature it's not very exciting'. This clearly suggests that football management games are dull regardless of their quality. We feel that our product would have been given a fairer review from Tony Dillon who reviewed *Championship Manager* by Domark (April '92) and *Graham Taylor's Soccer Challenge* by Krisalis (August '92). From these reviews we know that he appreciates football management games.

Steve Prizeman's review was far from comprehensive. It merely stated some of the features from the game, but neglected many others. We have spent eight months hard work developing what we believe to be the most playable football management game available on the Amiga. We would appreciate it if another reviewer could take a look at this game as we feel a product of this complexity cannot be comprehensively reviewed in a quarter of a page, especially by a reviewer who gives the impression that he does not like football management games.
Alex Kewin, John Atkinson, Cumbria

While I appreciate your comments, I'm sticking by Steve's review. I think his comments were valid ones. He's also played every football management game available, so I think he was more than qualified to review the game in the first place. Sorry you don't agree, but the game wasn't reviewed out of context and was merely judged in comparison to other games of the same genre. Admittedly, a quarter page for a review is no where near adequate enough, but in the run up to Christmas we always try and cram in as many games as possible. If Steve had thought more highly about the game, it would have been given more space. As simple as that, really.

WHICH COMPUTER?

I own an A500 at the moment and am thinking of upgrading my machine. However, I am unsure which computer to go for. I don't want to buy a console, so I see my main choices as being the A1200, the CDTV, and Atari's new Falcon.

The obvious choice is the A1200. It has great graphics, a fast processor, and I can play my existing games on it. However, the A1200 has not got an improved sound chip (surely four channels is a bit dated by today's standards), and with no high density drive there will be a lot of disk changes on practically all games. Although there has been talk of Commodore releasing an extra sound board for the A1200, it is doubtful that many games will use it. Let's face it, everybody's got a memory upgrade for their A500 but there aren't many games that use it!

The CDTV would be a great choice for having no disk changes, but then I wouldn't be getting the extra capabilities of the A1200. In my opinion, the CDTV should have been released as an A1200 with a CD drive – that would solve everyone's problems.

Although the initial software support for the A1200 is very good (enhanced games, etc.) it will not have great games using its full spec until there are more A1200s than A600s, and that will not happen until Commodore stop making the A600. If Commodore want the A600 to seriously compete with the consoles then they need to make it a console so that they can lower the price, and even then the consoles have got better games available anyway. The CDTV could also take sales off the A1200 which means it could be years before we see any decent stuff on the A1200. Commodore have simply got too many computers on sale in the same price range.

And then there's the Falcon. According to your article in December's issue, the Falcon is clearly a better computer than the A1200 but is far too expensive to compete. Personally, I think £500 (that's the price I've been quoted) is not much more expensive than the A1200 considering its extra capabilities, although I have to admit I have not seen its full spec.

I have written to your magazine because I feel that it is the best around for the Amiga at the moment. I'm sure that there are many people in the same position as myself, so by helping me I hope you'll be helping others make their decision on which machine to buy.
Ian Clements, Birmingham

You don't really expect me to have an unbiased opinion, do you? I literally live and breath the Amiga day in, day out (when I'm being paid for it, that is!). In fact, I've just forked out for an A1200 myself, and very pleased with it I am, too. The CDTV has singularly failed to impress me, mainly because most of the software released for it so far is either Amiga-ports or just plain garbage. Things might change when some of the more interesting products come along, but I think it was poor marketing on Commodore's part to release a machine without the quality software support that such an excellent bit of kit as the CDTV deserved. As for the Atari Falcon, I really doubt if the machine will be a success and attract the kind of software support that it'll need to survive. It's still a very good machine, but that doesn't necessarily mean it's going to be a success. For an unbiased opinion on the Falcon, see this month's Points of View.

FIGHTING TALK 1

I'm sorry to have to say this but you were wrong! Or at least US Gold made a bit of a cock up. *Street Fighter 2* does not work on the A1200 – boot it up and it crashes!

Strangely enough, I was returning my copy in a Virgin's gamestore when I spied your magazine with the review in it and its SHAMELESS, BLATENT and ABHORENT mistake!!! Forgive me for mouthing off, but I was really looking forward to playing it and that bit seemed to rub it in.
John Cleur, Ilford

I really cannot apologise enough over this mistake. We had to go up to US Gold's offices to review *Street Fighter 2* and played it on a bog-standard A600. When we asked if the game would be com-

patible with the new A1200 we were told it would be. You just can't believe anyone these days, can you?! We've sent those readers who've already written in about this boob a consolation budget game, but we've now exhausted our back catalogue of games so we can only offer our most humble apologies to any other readers similarly affected.

KEYPAD COCK-UP

When purchasing an Amiga 600 (or 600HD) it should be made clear that *Deluxe Paint III* will not work completely because of the lack of a keypad and that you will have to purchase the upgrade to produce the effects required, which we understand is another £45.

We have just purchased our A600HD with the Epic Pack including *Deluxe Paint III* which had been recommended to us by a friend who has had an A500 for over four years. He thinks *DPaint* is the best art package he's ever used. You can imagine how let down we felt to discover we would have to fork out more money.

We hope you can get Electronic Arts or Commodore to make potential customers aware of this fact and perhaps offer the upgrade for Amiga 600/600HD customers free of charge.

Mr and Mrs Shaw, Clifton, Beds

Electronic Arts have a special fix disk which gets around the lack of a keypad and lets you unleash the full power of *DPaint III* on the A600. To get your free copy telephone their Customer Services Department on 0753 546465.

MAC RIGHT

In response to J. Cartwright and I. Borems letters (Backchat, December 92), I'd just like to say that the Macintosh is better than both the PC and Amiga any day, and anyone who disagrees is a complete potatohead.

Svein Erik Lien, Norway

Mr Potato Head replies: We use Macs to help design and proof CU Amiga's pages. Believe me, I'd take the multi-tasking Amiga anyday.

AHOY ONCE MORE

With regard to the great piracy debate that seems to run intermittently in your magazine, I'd like to offer my own personal experience on this matter.

I own an expanded A500 together with over 50 original games, complete with instructions and colourful boxes. Very recently I was offered a pirate copy of *Kick Off 2* to compare with my copy of *Sensible Soccer*. Having played the game I found I actually liked it a lot.

I have therefore purchased an original copy of *Kick Off 2* as well as copies of *Final Whistle, Winning Tactics, Return to Europe, Giants of Europe* and *Player Manager* (which I find more taxing than *Graham Taylor*) and the pirate copy has now become a back-up disk.

Therefore, a pirate copy has led to the purchase of six legitimate titles. In this particular instance a pirate copy actually made money for a publisher!

You may counter this by saying that various demo disks are available to sample wares but I invariably find that demos only offer what the publishers want you to see – when you go out and pay £25 for the full item the rest of the game is pathetic.

I do sympathise with the publishers and understand what commercial pirating could do to the computer industry, but the publishers must understand that we the games playing public will only fork out our hard earned money for games which represent value for money and not a heap of rubbish. They must therefore accept a lot of the blame for the problems that they are crying foul about. It is also the responsibility of reviewers such as yourselves to offer honest and unbiased reviews on new material.

I hope you'll agree with some of the points I've raised and let your readers have the right to reply.

S C Yates, Mansfield

My own personal views on piracy are this: I don't support it but I'm very much aware just how extensive it is. I'm also aware that it's one of the main reasons why the Amiga is so popular. After all, it's a hell of a lot more difficult to pirate cartridge software than it is their floppy-based counterparts. Unfortunately, the problem of software piracy has already forced a number of companies to stop supporting the Amiga and switch to console development. That's a shame, as it's depriving Amiga users of some quality software. The piracy debate is all a bit academic though, as in a couple of years time we'll all be using optical discs instead which will prove much more of a challenge to playground pirates.

VIDEO VOTE

In your August '92 issue, there was a section about videos, concerning computer graphics and animation. Amongst the recommended videos was The Mind's Eye – a computer animation odyssey. I read your review and I instantly wanted the video. BUT! It was only available on order from America. You explained that it would probably appear in the shops, as soon as distribution deals were finalised with the UK.

As I wanted a copy of the video, but was unsure of ordering from America, I decided to wait a while and see if the video popped up in any of my local video stores. It never did.

Then, out of the blue, Mathew Jones wrote into your magazine asking how to get hold of a copy and if they did a PAL version. You replied that his best bet was to write to Mirimar Studios himself.

I took your advice and wrote to them myself. A few weeks later they replied with the necessary ordering details as well as information on a sequel, Beyond Mind's Eye. Any one of their videos costs $19.95 plus $3 for postage and packing. A total cost of $22.95 (am I a natural mathematician or what?) which translates into £12.51(which is cheaper than the average price of a new video. I now own both videos, Beyond The Mind's Eye being the better of the two by far as it also includes the computer animation from The Lawnmower Man as an added bonus.

Robin Jones, North Wales

I love a happy ending...

GETTING HIP

In order to celebrate and promote the introduction of the AGA chipset, Hip Computing is looking for demos to distribute to Amiga dealers across North America.

We are seeking any kind of visual demo, from a HAM8 slideshow to full-blown animation complete with sound-track.

Requirements:

- must run on a standard A1200 with a 40Mb hard drive
- must mention the Amiga in some way
- should be hard drive installable
- must loop or run continuously
- should be 'family viewable'
- should mention the software used
- must be in the public domain.

If you want your demos seen by people across the US and Canada, please send them with your name and address to;

An Amiga In Every Home
c/o Zoltan Hunt,
R. R. #2 Beeton,
Ontario,
Canada
LOG 1A0

Zoltan Hunt, Ontario

DISK DRIVES

I wish you would state in your reviews whether a multi-disk game supports extra disk drives. It's rather upsetting forking out around £50 on an extra disk drive to find that a number of games don't support external drives. Gremlin are one of the worst for this – both *Zool* and *Lotus 3* have no support. Come on you software houses, get your act together.

S.R. Cheatley, Blackpool

Would you believe it?! We're adding disk drive information to our new look score boxes from the April issue. You psychic or what?!

DEMO DUD

Having witnessed a crowd of youngsters congregating around a Dixon's store with a TV running a Street Fighter II demo on a Super NES, I wondered what influence this has on the buying public. I have a friend who works in the store and he informed me that the SNES sold over 35 units that day compared to just one Amiga. It seems to me that it was the software that was selling the machine and not the actual hardware. I went to see what the Amiga was demoing and it was busy showing the Workbench prompt. Exciting stuff, eh?! Surely it would be better for Commodore to endorse some spectacular demo from the PD scene which shows off the ability of the machine? It is up to Commodore to promote their products so why don't they try to do it effectively?

Stuart Price, Fife

Commodore do supply demo disks with A600 models. If a shop chooses not to use them, it's their loss. Using some of the best PD demos, though, is a smashing idea and I know of several independent retailers who use them to flog their machines.

GOING FOR A SONG

I noticed in January's CU Amiga you've been sent 950 readers' tunes composed on *MED*. How would you like them taken off your hands?

As both a fan of *MED* and your magazine, I would like the opportunity to set up a 'CU Amiga MED Users Club' where people could send their tunes and queries about *MED* and generally get in touch with other music programmers. I started using *MED* in December 1990 with version 2.13 and I am currently using the version given away on Coverdisk 38, although I am upgrading to 4.03 within the next month. Perhaps after I have listened to all 950 (and the new ones which will hopefully be sent to me) I could submit a couple for possible inclusion on a coverdisk. I would try and answer any queries which included an SAE as not only have I more than two years experience with *MED* itself, but I've also passed a few music exams in my time.

So, let me know what you think, and hopefully I'll be able to get the club up and running in no time.

Richard Bannister, 6 Glevum Road, Stratton St. Margaret, Swindon, Wiltshire, SN3 4AF

I'd rather you called the club something different as I really don't want CU's name being used in conjunction with something we have no control over. Other than that, I think you've got a marvellous idea, so we've included your address and hope you'll get a big response. I've not forwarded our collection of disks as the copyright remains with the original

author and it wouldn't be fair to send you their compositions without their knowledge or agreement.

WISH LIST

I liked the 1993 predictions you published in your January issue. I hope a lot of them come to fruition as this could be the best year yet for the Amiga. All this crystal ball gazing has led me to construct my own wish list for the year.

Ideally, Commodore should bundle its higher end machines, such as the A3000 and 4000 with a decent multisync monitor for around the same price (if possible). I mean, does anybody actually use a 4000 or 3000 with a TV or £200 RGB monitor? I don't think so. People expect PCs to come with monitors and I think the same should be true of the high end Amigas.

The A4000 should also come with a SCSI hard drive instead of IDE and should have a DSP chip and a CD-ROM with the MPEG chipset. The A3000 should be upgraded to the AGA chipset and come with a DSP and a CD ROM with the MPEG chipset.

Finally, Commodore should produce a 1200 in a 200 style case with a 60Mb IDE hard drive, CD-ROM, one disk drive and a 14" RGB monitor and sell it for around £699. This set up would be very good for games and multimedia applications and would do well against the cheaper PCs.

David Dyball, Exmouth

A lot of the things on your wish list stand a good chance of becoming reality this year. As for Commodore bundling their high-end machines with a decent multisync monitor, haven't you tried one of the big mail-order companies? Many already bundle the A3000/A4000 with just such a monitor, and at a very competitive price.

SLOW DOWN 1

I've had an A500 for almost four years and have been very happy with it. But now I crave a little more power and the new A1200 looks like it could be the machine I need. the thing is, I'm totally confused by Commodore's marketing policy. It seems as if a month doesn't go by without some kind of announcement of a new machine appearing. In the last year alone we've had the A600, the A570, the A4000 and the A1200. And now we're hearing rumours about an Amiga CD console, the A8000 and a successor to the A1500/2000. Things seem to be changing so fast that I'm worried about keeping up with it all and buying a machine that will be redundant within five months to a year. Any advice?

Paul Eddiel, Ascot.

If you think you're confused, what about us? We're constantly hearing rumours about new machines with new specs. Sometimes it's difficult to keep up with it all. I do think Commodore must tread carefully, though, or else they could be in danger of introducing too many models too quickly and alienating a lot of users.

They seem to have introduced a rolling development policy whereby as soon as new technology is cheap enough, they'll bolt it onto a new Amiga and wheel it out into the shops. The succes of the A500 was built on a first rate machine which changed little over five years. People knew what they were getting and its popularity spread. However, the short lifespan of the A500+ and the virtual replacement of the A600 by the A1200 has confused a lot of prospective new users as well as annoying those people who invested in the new Amigas only to see them discontinued after a few months.

I'm all for change, but continually updating models is a recipe for disaster. Especially when this happens only a few months after a machine has gone on sale. There's a rumour that the A1200 will gain an '030 processor before long, but this will only serve to alienate those of you who went out and bought the machine as soon as it was released and who will be stuck with the slower '020 processor. Eventually, people will get weary about committing their cash to a new machine and just sit back and watch developments. They might even switch to a rival computer out of sheer frustration.

For the record, the A8000 should be with us shortly. Test models are already with a number of developers, as are prototype versions of the Amiga CD console. As always we'll endeavour to bring you the latest news as and when we receive it.

SLOW DOWN 2

CU Amiga has certainly gone through some dramatic changes recently. I remember when you were just a games mag. Now you've got something for everyone, although I'd like to see a bit more space given to hardware reviews of new machines and add-ons. The 'Need for Speed' feature was exactly what I was after, so let's have more like this please.

As for your comments about Steve Prizeman's hair-do, I must concure that his is a poorly kept barnet. Being a Londoner myself, may I suggest a trip to Hair Raising in Wimbledon might be one way out of his problems. They offer a very good service and a dry trim only comes to £4.50. However, looking at his picture, I think he should opt for the more expensive 20 quid restyling.

Dave Yewdall, London.

RUDE DUDE

I was interested to read the letter from Mr Andrews of Manchester in the January issue of CU. He raised some very pertinent points concerning games and scores. I must confess, I play very few games, *China Challenge* and *Cribbage* being the most often used ones, so I can see the points he raises from an objective point of view.

This is hardly your viewpoint. I was appalled by the sheer rudeness of the reply to his polite letter. I have read every copy for nearly the last three years, but if you think that readers with valid ideas about such issues are 'sad' and 'maroons' (didn't you mean moron?) then I for one do not wish to read such offensive, arrogant crap. I really think that you ought to apologise to Mr Andrews for such treatment.

Surely the idea of playing games is to try to better your previous score? If you don't know what that score was, how can you know if you have progressed at all since the last game? If, however, the idea is to complete the game, then it seems only sensible to me to be able to save your position, so that it is possible to restart the game from there if you lose your last life.

Dark Castle, which I haven't played for a long time, and never have completed, allows your position to be saved. It even lets you practice playing a level before doing it for real. Of course, not being a stick-waggler or alien-zapper might have given me an over-simplified view of game-playing and life in general.

Malcolm Rogers, Suffolk

SCORE DRAW

I thought Mr Andrews (CU Amiga, January letters pages) eloquently put forwards a viable complaint and one which has probably crossed many other frustrated game players' minds of late. I was, to say the least, a little 'piqued' that your response displayed the dismissive contempt that he rightly refers to. You appear to deny Mr Andrews his right to criticise, whilst throughout your magazine you exercise this right most proficiently!

I doubt that Mr Andrews is so egocentric as to 'need his name in lights' as you put it. High scores more often than not are just a personal thing and rarely shared with others. (In total contradiction to this, has anyone beaten 12,350 on *Klondike* as scored recently by my newcomer wife?) I do entirely agree with you that a game is played for the challenge. Why then do you object to increasing this challenge by having a personal best to beat?

Finally, can I ask, are you or any of your readers aware of an angling game on the Amiga? My daughter had one on her Spectrum but I can't believe that the market is devoid of one for the Amiga.. If not then surely a software company out there must have pricked their ears up by now!

Great idea about the payrise Dan. Sorry we all ignored you at first (as no doubt did the Publisher!). Trust you will accept no more than the 1½% recommended by the Government to us poor Civil Servants!

Geoff Bradbury, Crewe

We had a lot of letters on this subject (Mr. Andrews' letter, not Dan's pay rise!) and many people criticised us for the way in which we responded to his comments. We really didn't want to cause any offense. Jon (for it was he!) had had a particularly bad day and believed that Mr. Andrews' letter was a little tongue in cheek. Anyway, we've flushed his head down the toilet and he's promised not to do it again. Still, you've got to admit Mr Andrews letter was a bit extreme. I play games because I enjoy them, and I'm not worried if there isn't a high-score to beat. It's discovering something new about a game that keeps me coming back for more. I remember when the first *Space Invader* machines appeared and I just had to better my previous score no matter what (as I'd usually bet my dinner money on the outcome), but today's games offer much more of a challenge and just reaching the next level is usually enough for me. And on anything other than arcade games, scores are a bit redundant anyway. And just to prove that somebody agrees with us, here's a letter in support...

HE CANNOT BE SERIOUS

I cannot believe that Mr Andrews is being sincere. To want to pay £40 for a game such as *Parasol Stars* boggles the mind to begin with, but when he starts on about this conspiracy of the entire software industry one really starts to doubt his sanity. Does he really think that such a small part of a game as the high score table will affect the playability of the game and reduce its lastability? Of course, I forgot us 'hoodwinked punters' obviously don't understand the complex pleasures of a high score table or saveable game.

The point is to complete a game. Surely we've progressed from the bat'n'ball games of yesteryear were the only indication of how one had progressed was the score. Nowadays, with more levels, end-of-level nasties and other such things there is more of an incentive to continue. His point may have been more valid on previous machines – I can remember battling through *Commando* on my BBC only to find it looped but I have never had such an experience on the Amiga. I'm sure people get more pleasure and satisfaction out of beating an end-of-level guardian than they do in racking up the points.

T.J.G. Wigley, Leamington Spa

VIEW FROM OVER THE WALL

What do you get if you cross the marketing expertise of Commodore with the technical expertise of Atari? Vic Lennard doesn't know, but he'd like to find out.

ST USER

OK, I admit it. I use an Atari ST and have done since 1986. As avid Amiga users, which I assume you must be if you're reading this, you may be wondering why I made that choice and, more to the point, why I'm writing about it in CU Amiga?

My main reason for buying the ST was to run MIDI music software. Back in 1986 there were three or four 'professional' products available for the ST in this area and none at all for the Amiga, a situation which really didn't change for some years, due in no small part to the atrocious nature of the principal music program, *Music-X*. As a professional musician the ST became central to my needs, especially as it had replaced first an Amstrad CPC 6128 and then a Commodore 64. The following couple of years saw me progressing down the path of freelance technical music journalism, using *First Word Plus* on the ST, which has culminated in my current position after some 350 published articles – editor of your sister magazine, Atari ST Review.

The emergence of the ST sent a shiver down the spine of most other computer manufacturers. The battle cry of 'power without the price' rang out from the hills and the ST saw off many competitors, mainly due to the wealth of software support. Perhaps it was intended to be a super games machine, but the plethora of serious programs in the art, desktop publishing and, particularly, the music domain led to a solid body of support for the machine.

There's little doubt that the ST has overstayed its welcome and should have been substantially upgraded some years ago; the STE simply increased the colour palette and added stereo sound. When the specifications for the Falcon were released via Usenet, the US bulletin board, in February 1992 a similar shiver went around the industry. Could any manufacturer really pack such a quantity of impressive hardware into a budget computer?

Vic Lennard is the Editor of Atari ST Review, and Director of the United Kingdom MIDI Association (UKMA). His first book, the MIDI Survival Guide, is being published at the end of March.

BUDGET HARDWARE

Well, yes they can, and the potential of the Falcon is frightening, especially when compared with its obvious competitor, the Amiga 1200 which has, quite honestly, an appalling specification for a computer entering the current market place. What on earth were Commodore thinking of when they decided to use a 68020 micro-processor when the 68030 has become the bare minimum for a computer of any real power, and then run it at a clock speed of just over 14 MHz? Where's the High Density disk drive? Why is the internal RAM limited to a maximum of only 6Mbs? Why have they only used 8-bit digital to audio converters for audio playback and given you only four channels? Where's the SCSI port for fast hard drive data transfer? Why are there no built-in MIDI ports? Most importantly, why didn't Commodore include a Digital Signal Processor (DSP)?

The latter point highlights the most important omission. What's a DSP? A processor which specialises in handling digital signals, be they digitised audio or video. For instance, a computer with a DSP is capable of creating real time audio effects, such as reverb and pitch shifting; it can be used to record digital audio direct to hard disk and can even make such a computer function as a fax/modem without any additional hardware. High-speed 3-D graphics and animations are other possibilities.

POINT FOR POINT

Why have the above features been singled out? Simple, the Falcon has all of them. In fact, the only area in which the Amiga 1200 outscores the Falcon is in its higher resolution display due to the custom graphics chips; some 256,000 colours can be displayed on-screen from a palette of 16.7 million colours. However, changing from one colour to another is slow, which means that the extra resolution and increased number of colours is of limited use. If I were an Amiga owner, I would feel severely cheated that the manufacturer I support has not had the forethought to use the latest technology in the machine I wish to upgrade to. My personal opinion is that Commodore is cashing in on its name and so giving its users a raw deal.

There is little doubt that Apple's policy of removing special discounts to journalists (bloody cheek...) and corporate bodies and passing them onto the general public in the form of price cuts across the board has resulted in a phenomenal boom in Macintosh computer sales. There is also little doubt that the latest version of *Windows* and the low price of 386 and 486-based PCs has caused many people to take that particular path. Can the Amiga 1200 emulate either of these? Possibly, but certainly not as easily as the Falcon with its dedicated internal bus expansion slot, which is designed to accept a different processor.

Where the PC is concerned, the limited multi-tasking capability of *Windows* is possibly preventing some Amiga owners from switching to that platform. The near future will bring *Windows NT* (New Technology), a pre-emptive multi-tasking system which uses the 32-bit capability of 386-based PCs and above. Bearing in mind that no additional hardware will be needed and that the cost of *Windows NT* will be low to encourage users to switch to it, one can only hope that Commodore will be prepared to release a machine with sufficient power at the right price...

THE POINT

Now here's the rub. It's clear that the Falcon is superior to the A1200 in practically every respect and utilises the latest technology in many areas. It was also announced first and many of us believed that it would appear in the marketplace months before the A1200 and so do the latter irreparable damage sales-wise. What happened? Courtesy of Atari Corporation, the Falcon had more false starts than a deaf sprinter, while the A1200 quietly appeared in December of last year and sold some 50,000-odd units in the UK prior to Christmas. Perhaps the meek shall inherit the earth – but only if the marketing departments of the powerful screw up in a big way!

All I can say is that I wish there was a company around with the technical expertise of the Falcon team and the marketing wherewithal of Commodore. Then again, many would argue that this particular hat fits snugly on the head of Apple... [*we'll be continuing the debate on the relevant merits of the A1200 and Atari's Falcon in an upcoming issue – Ed.*]

Now available from
all UK Calculus Stores
HOTLINE 0543-251275

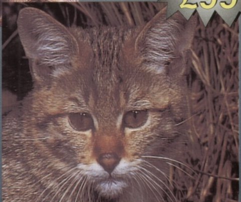
Don't you think these images speak for themselves !

Jason Holburn, Amiga Format
December 1992 issue.
"Vidi Amiga 12...The best value digitiser on the market."

Alan Puzey, Amiga User Int.
January 1993 issue.
"..I compared Rombo and Digiview digitisers extensively. To summerize them...I judged the Rombo results to be more consistant and have the edge on quality.

Mat Broomfield, CU Amiga
January 1993 issue.
"Vidi 12 gives unequalled results for anything within £200 of its price.... Forget the competition. If you can afford Vidi12, buy it. If you can't afford it, borrow it from someone who can."

ONLY
£99

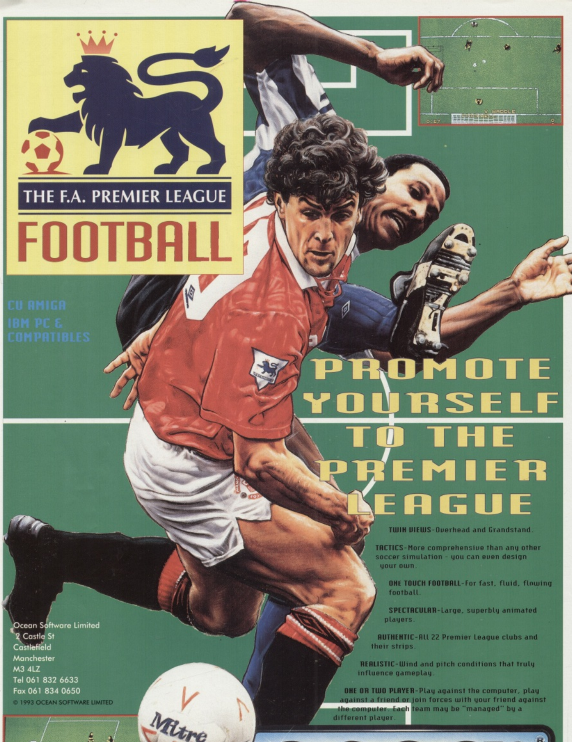


If you want the ultimate quality images at a price you can afford then there is only one choice...Vidi-Amiga 12. The Video Digitiser that all others follow !

Now supports all new A1200 modes. Software upgrades will be available to existing users.

Vidi-Amiga 12

UK & Europe's Best Selling Amiga Digitiser
For more information call: (44) 0506-414631 or Fax (44) 0506-414634
Rombo Productions Ltd. Kirkton Campus, Livingston, SCOTLAND EH54 7AZ.



THE F.A. PREMIER LEAGUE FOOTBALL

CU AMIGA
IBM PC & COMPATIBLES

PROMOTE YOURSELF TO THE PREMIER LEAGUE

TWIN VIEWS-Overhead and Grandstand.

TACTICS-More comprehensive than any other soccer simulation - you can even design your own.

ONE TOUCH FOOTBALL-For fast, fluid, flowing football.

SPECTACULAR-Large, superbly animated players.

AUTHENTIC-All 22 Premier League clubs and their strips.

REALISTIC-Wind and pitch conditions that truly influence gameplay.

ONE OR TWO PLAYER-Play against the computer, play against a friend or join forces with your friend against the computer. Each team may be "managed" by a different player.

Ocean Software Limited
2 Castle St
Castlefield
Manchester
M3 4LZ
Tel 061 832 6633
Fax 061 834 0650

© 1993 OCEAN SOFTWARE LIMITED

ocean®